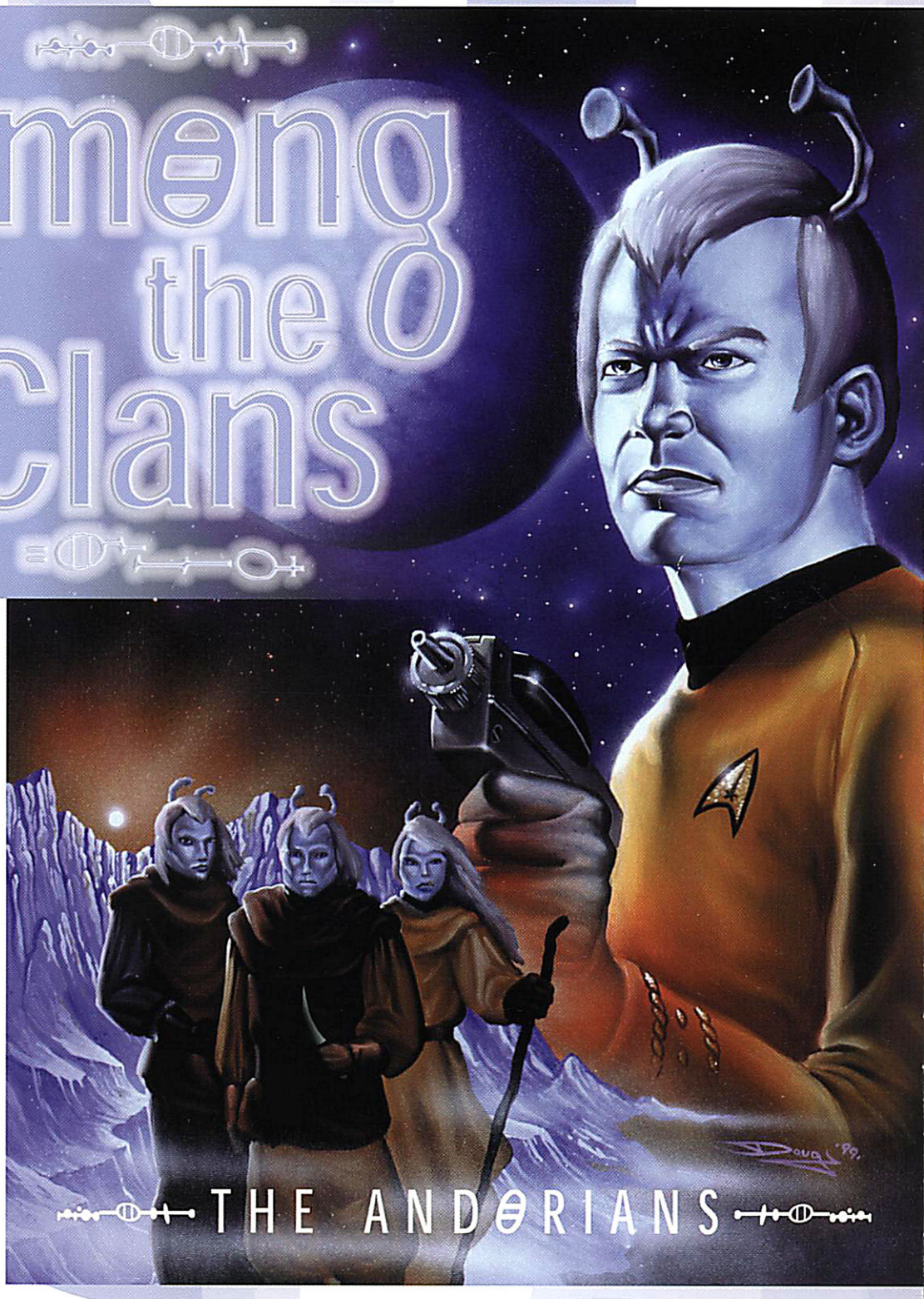
STAR TREK®
ROLEPLAYING GAME

Among the Clans



THE ANDORIANS

STAR TREK®
ROLEPLAYING GAME



Among the Clans



Authors S. John Ross *with* Steven S. Long, Adam Dickstein
Development Kenneth Hite
Editing Janice Sellers
Additional Contributions Christian Moore
***Star Trek*® Roleplaying Game Line Developer** Kenneth Hite
ICON System™ Design Christian Moore, Steve Long *with* Ross Isaacs, Kenneth Hite
Graphic Design Anthony N. Vayos
Art Direction Matthew Colville
Original Art Joe Corroney, Paul Daly, John Grigni, Anthony Hightower, Steve Kurth, Terry Pallot
Cover Art Doug Shuler
Maps Charles Ryan
Graalek Alphabet Design S. John Ross
Layout Alvaro G. Riet Jr, Charles Ryan, Anthony N. Vayos
Product Development, Paramount Chip Carter, John Von Citters
Proofreading and Fact Checking Bill Maxwell

Special Thanks To Reggie Nalder, who almost made us believe; to D.C. Fontana, who made them up; and to Fred Phillips, who made it all look right. And, from Atlolla S. John–to Sandra, for a strong hand at the helm; to Mike and Mel, for patience and the Strangely Brown; to Mul and Marbarit, for always coming to the rescue.

Author's Dedication To Kevin Eagles and his family–old and new. "No boundaries."

Disclaimer While Last Unicorn Games has researched extensively to make this the most authentic Star Trek® Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of Star Trek®, we have taken some liberties and players should remember that only the events, characters, and places that appear on the show or in films are canon.

STAR TREK
ROLEPLAYING GAME

Paramount
A VIACOM COMPANY

LAST UNICORN GAMES

Visit us on the web at ***www.lastunicorngames.com***

Last Unicorn Games, Inc.
5520 Jefferson Blvd., Suite C
Culver City, CA 90232

STAR TREK ™ & © 1999 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Last Unicorn Games, Inc. Authorized User. ©1999 Last Unicorn Games.

Distributed to the book trade by Simon & Schuster
1230 Avenue of the Americas, New York, NY 10020

First Printing – 1999 Printed in Canada

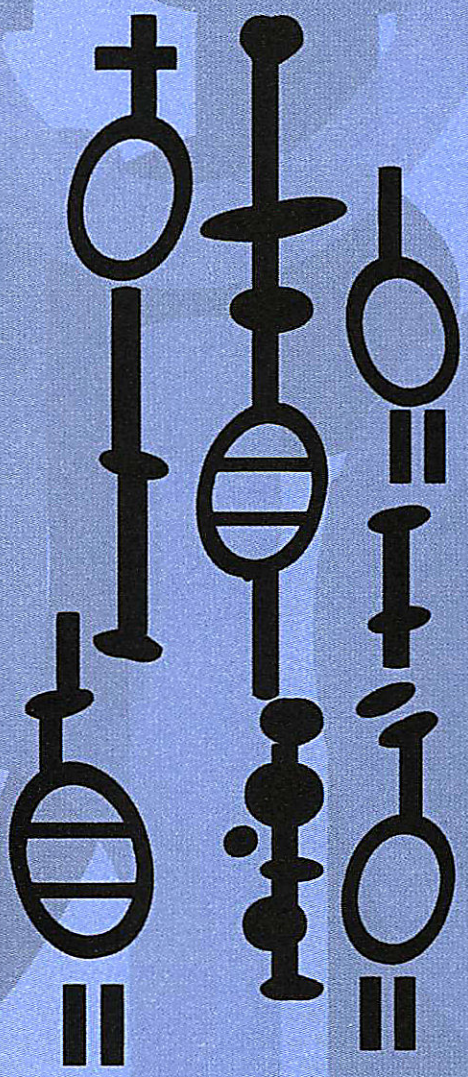


TABLE OF CONTENTS

Introduction	4
Andorian History: Built on Blades	5
The Planet Andoria: A World of Ice and Darkness	21
Blue Taiga, Hot Blood: Andorian Ecology	31
The Stars Above: Andor Sector and the AAS	39
"When in Lor'Tan": Andorian Life and Culture	51
Planet's Shield: The Andorian Defense Forces	67
Am Tal: The Art of Secrecy	75
Andoria's Finest: Andorians in StarFleet	81
Blood Strikes the Floor: Ushaan	87
Chako Tlaani: The Fighting Arts of Andoria	93
Overlays in Blue: Andorian Characters	101
Graalen: The Andorian Language	121

On Andoria, there is always wind. Wind that runs like ice in the soul, daring you to stay alive, mocking your fragile warmth. Ghalev, delirious with hunger, took the dare, pulled hard on his blade, and then pushed it deep into the chest of Lar'dora, freeing the fatherless one's blood and spirit and condemning it for eternity in Ahrasath.

"May you never rot, Lar'dora." And the old curse would stay true. In an hour, the corpse would be a block of ice forever.

Ghalev stumbled then, staring into the vastness below. The wind roared in the mouth of his cave, and the glacier was coppery in the sunset. Ghalev watched darkness fall and wanted so very much to die, but the soul of his keth wasn't going to permit him such peace. Not today.

—Douglas Bell, *Ghalev: A Novel of Andoria*, 2253

Introduction

The Andorians are where *Star Trek* begins. Not just alphabetically, either. Everyone knows who the Vulcans and Klingons are, or think they do—comedians, reporters, your mom—but mention the Andorians to anyone except a true *Star Trek* fan, and you'll get a blank stare. Once you know the Andorians, you're on our side.

Their obscurity works as another kind of boundary: one of the imagination. We've heard very little about the Andorians in thirty years and four series, and seen even less. That frees every *Star Trek* fan to piece together those half-glimpsed sightings of Andorians in Federation council chambers and experimental facilities, those references to "Andorian blues" and "Andorian ale," and the smoothly dangerous words of Ambassador Shras in "Journey to Babel." We take these clues, and the few others scattered around, and we build our own Andoria in the skies of our imagination. That's where Star Trek stops just being another TV show—when you care enough to imagine a whole planet full of blue, antenna-sporting folk with daggers and passions always at the ready.

And that's what Last Unicorn Games has done here. *Among the Clans* is the most complete, comprehensive, consistent, and downright enjoyable treatment of Andoria and the Andorians ever. We've scoured the shows for all those little details and added a whole planetful of our own. As a *Star Trek Roleplaying Game* sourcebook, *Among the Clans* centers on 23rd-century Andoria, but it contains details and information for players of any other Last Unicorn *Star Trek* game.

SUPPORTING CAST

Throughout this sourcebook, we've inserted Supporting Cast characters ready to be dropped into any series. Every Andorian is the hero of his own song; here's a few for you to use. Narrators who wish to can even use them as player characters, although some of them have more points than beginning Crew.

THE ICON LINK

This symbol appearing behind a sentence indicates that additional information on the subject in question can be found at the Last Unicorn Games Web site at www.lastunicorngames.com.

Andorian History: Built on Blades

A man is no more than the sum of his memories, a culture no more than the sum of its history.

—Andorian Proverb

Six hundred years. In terms of written records, that's all that Andoria has left of the millennia-long tale of her civilization's rise to be one of the founding members of the United Federation of Planets. Before that time, Andorian history is a collection of archaeological guesswork, half-baked forgery, half-remembered legends, and mythology.



Six hundred years ago, the Andorians deliberately gutted their own heritage, erasing their past in an effort to preserve their future. Sickened by decades of brutal war that threatened to extinguish life on their planet, the followers of Lor'Vela, Andoria's legendary peacebringer and lawmaker, gathered all the historic records that remained and burned them on an icy night in Year One (Earth year 1692). It was the act of a people desperately afraid of their own tendencies, terrified that knowledge of past grudges would again bring war.

A TIMELINE OF ANDORIAN HISTORY

Andorian Year	Earth Year	
–400,000	400,000 B.C.	Earliest identifiable permanent settlements by "proto-Andorian" sentients, according to archaeological records. They are nomads and cave-dwellers in what is now Kul'Sun.
c. –30,000	c. 28,000 B.C.	The end of the Andorian "stone ages"; earliest recognizable cities (in Thara), tool-making, music.
c. –2300	c. 600 B.C.	Ankord of Jonava unites western Voral and (according to legend) becomes personally responsible for no less than twenty significant Voralan bloodlines via his collection of mistresses; beginning of the *Kieloth*, the Andorian medieval period.
c. –1660	c. A.D. 35	Borva conquers Kul'Tan, founds Borvaeism.
–466	1226	Krotus, the Conqueror of Andoria, is born.
c. –447	c. 1245	Conquests of Krotus begin.
c. –408	c. 1284	Krotus' conquest of Andoria is complete, ushering in a brief but impressive golden age.
c. –400	c. 1300	Early heavy industry; steam power
–360	1332	The elderly Krotus is murdered by his daughter.
c. –200	c. 1500	Significant pockets of industrialization, widespread use of electricity. Massive urbanization begins on many parts of Andoria.
–95	1597	The first of the attacks on Tarsk begin the Tharan Civil War.
c. –90 – –20	c. 1600–1670	The Age of Lament: The Tharan Civil War results in global depression, and the smaller Anshim clans engage in paranoid attacks on the wealthier nations to the north of them. The resulting wars scar the planet utterly, plunging Andoria into cycles of famine and desperate warfare.
–13	1679	Lor'Vela, at age 14, kills her mother, Geshev, in a duel
(All dates before Year One are approximate)		
1	1692	Lor'Vela's followers organize the renewal of Andoria in the wake of the Age of Lament, including the systematic destruction of the recorded history of the world.
103	1794	*Keth* Ivari launches the *Lolis Vanir*, Andoria's first manned orbital spacecraft

So, for six hundred years, Andoria went on not knowing its own past, and six hundred years later Andorian prehistory fascinates many. Matured past any fear of the horrible global wars of the past, Andoria is in love with its history again—building much of it by guess and deduction, drawn from the evidence of archaeological digs and the examination of folkloric traditions. Andorians, conscious of the value of their cultural record, now work to undo what was at one point a tragic necessity and win their history back.

A Brief Sketch of Andorian Prehistory

The first "proto-Andorians" were building shelters, tools, and weapons four hundred millennia ago, when Andoria itself was colder, darker, and far less hospitable than in the present day. Evolved from ancestors as insectoid as they were mammalian, the proto-Andorians spread quickly to all corners of their world, finding themselves able to sustain life in climates that a human or Vulcan would find unbearably bone-chilling and outwitting some of the most cunning predators known to the galaxy. Born typically in quadruplets and quintuplets, more than half of these early nomads and cliff-dwellers didn't survive early childhood.

—*Let's Find Out About Andorians*, Tiger Scholastic Media, 2265



113	1804	Ushilev Athrun designs the satellite that produces the first images of the Ushilev Nebula's X-ray emitting shell.
119	1810	*Keth* Ivari, now banded with teams of engineers from seventeen *Kethni*, begins a heroic Andorian space age with the establishment of orbital and moon-based colonies, the introduction of reusable spacecraft, and the first plans for long-range exploration of the stars.
131	1822	Andorian scientists perfect a primitive version of the cryonic sleep capsule, laying the foundation for the "sleeper ship" program. Keth Ivari begins immediate production of sleeper vessels.
176	1867	Cimera III founded.
215	1906	The *New Andoria* disaster, end of the first Andorian space age.
219	1910	The last of the Quardis colonists die of starvation.
243	1934	Cimera III colonists make first contact with an Orion scout vessel.
c. 244	c.1935	The Am Tal is founded on Cimera III.
260	1951	The relationship between Cimera III and the Orions abruptly ends as the Orions simply fail to reappear.
313	2004	Thalassa colony destroyed by massive quakes and volcanic eruptions.
377	2068	Last known radio signal from the Trilith VII colony.
378	2069	Closing wormhole draws ion storms to trigger a premature Andorian ice age.
382	2073	Andorian scientists complete a satellite project which holds the new ice age barely in check, and begin to study radio signals still being dutifully sent by the "lost" colonists of Cimera III. The Andorians learn of the existence of the Orions and of the fate of the remaining colonies.
392	2083	The *Lor'Vela*, Andoria's first successful warp-capable vessel, is launched, reaching Cimera III within the year and beginning the Andorians' role as an interstellar community.
393	2084	Andorian radio signals from 2073 reach Cimera III, re-establishing contact.
430–440	2121–2131	The Thalassa and Quardis colonies are re-established. The Trilith VII ruins are explored in a series of expeditions that convinces the Andorians to leave the Trilith system alone.
437	2128	The prophet Umarin born.

Each Andorian *keth* (most commonly translated as "clan") employs a *keth'thras*--a clan scholar, dedicated to the history of his clan. The weakest and poorest of the clans cannot afford genuine scholars from the great universities, and bestow the title of *keth'thras* to gifted younger members of the bloodline. Collectively, the *keth'thrasi*, sworn to their positions in ceremonial blood-oaths, form a worldwide community thousands of members strong dedicated to the recording and research of Andorian history. Trends and public desires being what they are, this usually means exploring the fascinating "pre-Lament periods," times shrouded in silence and confused by fantastic myths of gods, heroes, monsters, and great empires. *Keth* politics *also* being what they are, every *keth'thras* has his own version of Andorian prehistory to tell, typically featuring the heroic (and often imagined) achievements of his clan.

The upshot of all this is that Andorian prehistory is perhaps five parts art and one part science, and the Narrator should feel free to expose any of what follows as a misconception or even outright hoax on the part of some well-meaning group of keth'thrasi.

THE BEGINNINGS

Andorians left behind their "stone age" more than 30 millennia ago, building cities along the shores of Ka'Thela's three inland seas at the end of the world's most recent (natural) ice age. Archaeologists postulate that legendary Rhi was the first, and the most important, of many dozens of towns built along these shores. Within a century, other cities arose in Ka'Thela, and each of the three inland seas became the center of distinct cultures, trading with each other, warring with each other, and expanding only as rapidly as a careful web of agriculture and trade could be built to ensure that outlying mountain or coastal settlements did not starve or freeze. Surviving ruins depict several emperors and grand wars, and contain many well preserved ancient structures (the twin guardians of Thalassa, statues of early Andorian warriors 70 meters high, are a particularly impressive and often-holographed tourist site).

The Thalassan Andorians, with their distinctive high, knobby antennae, eventually became the dominant Andorian race. During the same broad period, two other centers of civilization also formed their roots. In what is now Kul'Sun, a quiet empire of Talish Andorians (distinguished by their greater variety in skin hues and forward, tendril-like antennae) emerged. Prior to the first, tenuous Thalassan contact in ca. 26,000 B.C., no reliable evidence of Talish existence can be dated (the early Talish built very little out of stone, and from an archaeological point of view seem simply to have *appeared*).

441	2132	The Andoria/Rigel trade corridor is first established.
444	2135	Controversial laws passed to permit "champions" to proxy for the defender in a ritual duel.
453	2144	First contact with Earth established when the *U.S.S. Challenger* encounters Andorian shipping along the Andoria/Rigel route.
465–471	2156–2160	Earth-Romulan War.
471	2160	Romulan Neutral Zone established by subspace communications; Terran Conventions.
472	2161	United Federation of Planets established.
499	2190	UFP joint colony Ejul Thelni founded.
503	2194	Andoria's colony on Vorna II is established.
510	2201	Umarin dies.
562	2253	*Ghalev: A Novel of Andoria, by the* Terran author Douglas Bell, ushers in a pro-Andorian "fad" across the Federation that will last several years, while at the same time painting a dramatized and less-than-accurate picture of Andorian culture in the minds of many non-Andorians.
564	2255	The Neshilev Settlement Project is constructed on the edge of the Blue Taiga.
569	2260	The Emarni Lake ruins discovered, bringing into question the evolutionary origins of the Andorians and all gheInoid life.
575	2266	The Neshilev Settlement Project is shut down in the wake of brutal murders.
576	2267	An Orion spy disguised as an Andorian infiltrates the staff of Ambassador Sheras Endilev in order to cause chaos at the top-secret Babel Conference. The conference, which resulted in the admission of Coridan into the Federation, was a devastating economic blow to local Orion dilithium smuggling operations.
578	2269	Present day.
596	2287	*Keth* Idrani removed from the *Kethni* Council.
604	2295	*Keth* Ucalnath severs all ties with the Andorian government.
622	2313	*Keth* Kor successfully pushes a law into place that requires *keth* chieftainhood to be proven in battle or be the result of blood succession.

On the broad plains of central Voral, a third race, the Bish'ee Andorians, richly blue and (even by Andorian standards) savage, interrupted their fighting long enough to build settlements, as well. Bish'ee-dominated cultures fractured in later ages. Apart from rich hoards of tools and weapons, the only remnant of the Bish'ee are their descendants in Voral, sporting the distinctive "diminishing" antennae standing straight out from the head.

Since only a thin strip of Andorian latitudes provide coastline that isn't blocked by ice or threatened by deadly icebergs year-round, Andorians avoided the sea. Thus, civilizations moved and changed more slowly than on worlds with more water traffic. Glacial growth stretched over many centuries for even small changes, as day-to-day Andorian life featured desperate battles with each other and with the elements for survival, comfort, and warmth.

Despite this climate-induced stagnation, the early centuries of Andorian civilization were still a kind of "golden age," producing Andoria's earliest ventures into music, art, philosophy, civil engineering, and the other trappings of a young sentient species. The *li-mi'sha* scrolls, recently uncovered documents penned by a previously unknown scientist/philosopher/rebel living near Thalassa *circa* 880 B.C., are, ironically, one of the most complete sets of written history available for any pre-Lament period, and have been causing ripples of controversy since their discovery and translation in 2255. They paint a stunning picture of a world both driven by passion and frequently torn apart by it.

The Kieloth

Ghalev sat very still, listening to the whisper of the snowfall around him, watching it gather in the crisp silver of the moonlight. He would be back in the city tomorrow, alive, victorious.

The forest felt ancient, and he could see images flickering in the darkness, of the warriors who had once fought there, slaying fago-na with bare hands and blades and singing lusty songs in the halls of their king. Ghalev loved the legends of this land, and the dreams of them comforted him as he drifted into slumber, the blood of Lar'dora still dry and crumbling on his fingertips.

—Douglas Bell, Ghalev: *A Novel of Andoria*, 2253

The first well defined stage in Andorian prehistory is the *Kieloth*, what Federation historians often refer to as the Andorian "medieval" period, ranging approximately from the years 600 B.C. to A.D. 1200 on the standard Federation calendar. It began with the reign of a

c. 650	c. 2341	Increased difficulties with Andorian renegades attract the active attention of Starfleet Command.
c. 660	c. 2351	Umarinite art and drama come into vogue across the Federation.
668	2359	Renegade Andorians wipe out the population of Triangula Delta with an interphasic dilithium bomb. Admiral Wayne Wiltshire and the *U.S.S. Luna City* suffer serious embarrassment at their hands before finally defeating them in a bloody battle on the surface of Triangula Beta II.

great king, Ankord of Jonava, who, through force of will, gave western Voral a sense of unity that it would spend the next 1,800 years trying to live up to. It ended with the global changes brought about by the conquests of a Ka'Thelan, Krotus, who exceeded Ankord's achievement by doing the same thing for (or at least to) the entire planet.

Many modern Andorian traditions, such as the ornate leather-tabard-and-chainmail garb still used as ceremonial dress, originated here, as did the evolved concept of the *keth*. The small and numerous Andorian kingdoms of the *Kieloth* touched on (for the first time) nearly every habitable point on the globe. The slow land migrations of previous centuries had finally resulted in widespread mixing of the three principal Andorian races, and established trade routes stretching from Jonava to Kul'Sun—a remarkable achievement, considering some of the terrain and weather that the caravans dealt with on their year-long journeys. The legends of previous eras fueled the poets of the *Kieloth*, and it was a time of artistic growth, urban squalor, and armored warriors astride jet-black *zabathu*. Rare instances of developed psionic talent seem to have first appeared shortly before this period, and Andorian psionic "sorcerer kings" battled for control of the lives of a terrified peasantry on the eastern shores of Voral, where the first real voyagers into the La'Vor Sea were discovering volcanic islands and deadly ice. In the villages huddled in the shadow of great halls and castles, minstrels kept history alive in the form of song and plucked the strings of harplike instruments fitted with blades, in case audiences proved less than appreciative of the tale-teller's interpretation of events ….

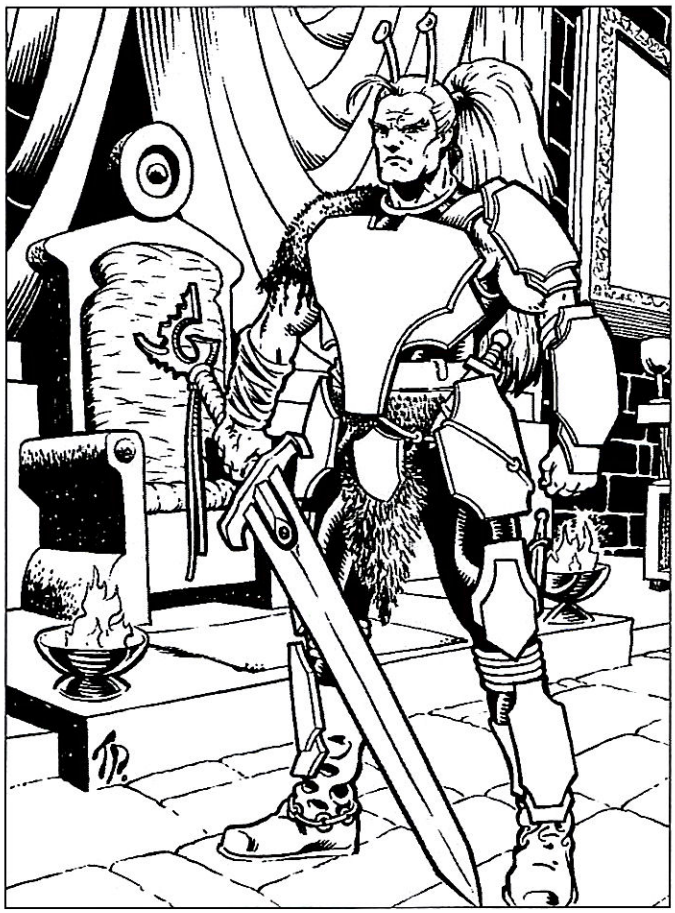
The players in this period were many, and the roster shifts chaotically from decade to decade throughout most of the period. Andorian history has always seemed to be a tale of destruction and renewal, of driven, inspired thinkers and doers making tremendous strides, gaining dizzying insights, constructing something beautiful from it all, and then burning it to the ground in a fit of anger or spite. Study of the *Kieloth* reinforces this impression a hundred times over, with the rise and fall of everything from humble houses of worship to mighty military empires being so frequent as to be commonplace.

Life in the *Kieloth* was hard and brutal, but many today romanticize it, painting the squalid cities as quaint and colorful, bloody wars fought over a sagging castle as honorable and vital, and people who were very possibly savage, psychopathic butchers as heroic defenders of some particular symbol, banner, or *keth*. Many humans, in particular, are captivated by the period, since it seems to have been closer to heroic images of Earth's own Middle Ages than the Earth's really was, even when accounting for the hyperbole and obvious distortion. The *Kieloth* was many unpleasant things, but it was, indeed, a time of adventure, epic conflict, extraordinary romance, and mystery. It was a time when a common burglar, like Ankord of Jonava, could become king simply by stealing the correct sacred spear and sleeping with the right group of influential princesses, and when a madman, like the infamous Ulicri, could become a king by smashing Ankord's elderly skull with a clay pot of wine. From the hut of the average peasant Andorian, however, it cannot have been very pleasant, since life on Andoria was a game of survival to begin with, and keeping warm and fed while those who own the land are distracted by lust and murder is a game more often lost than won.

Historically, the *Kieloth* is overshadowed by what followed, and is studied primarily for the things that it produced that are still beloved today (such as Andoria's hundreds of distinct forms of bladed weaponry). The *Kieloth* is, on the grand scale, nothing more than two natural Andorian years, which laid the groundwork for the arrival and achievements of mighty Krotus, the Ka'Thelan conqueror.

The Conquest

Krotus, the conqueror of Andoria, was arguably the greatest leader in galactic history, if for no other reason than his profound adaptability. When his career began, his small armies were equipped with swords and spears, speaking a minor dialect of an obscure language, and traveling on foot. By the time he conquered his world, his armies (massive, and led, in part, by the survivors of those earliest campaigns) were equipped with cannon and spearguns, had fluently adopted a new language (Graalen, see pg. 121) that would become the standard still used today, and traveled by ship and wooden rail. Krotus could seemingly bring a thousand soldiers into a city like a whisper, and could humble a nation and bring it a renaissance in what looked like a single stroke. "Andoria," it has been said, "is an *atlirith* (eagle) tamed by Lor'Vela, but



fathered by Krotus." Of the great minds and wills of the Age of Krotus, nearly every one was either discovered, rescued, encouraged, inspired, given patronage, or murdered by the conqueror. His footprint on the snows of Andoria is doubtless eternal.

Legends sing of Krotus' youth as a Talish fur-trapper, leading his band against a nameless warlord in the Enessi Mountains. Economists point to his enforced food and fur exchanges saving tribes from starvation and laying the groundwork for trade routes that endure today. The Andorian Military Institute still studies the lightning series of marches, diplomatic triumphs, intelligence coups, and brutal displays of power that brought all of Andoria under his sway in just under forty years.

Ethnologists describe the marriage of Krotus and his trusted lieutenant Belcorus to two Thalassan women as the core of Andorian racial unity. Moralists sermonize on Krotus' fate, slain in his dotage by his own daughter as his empire eroded. The stories of the many battles, allegiances, vendettas, and friendships along the way could fill (and have filled) hundreds of volumes, some of them possibly true.

Legacy of the Conqueror

In the two hundred years that followed the conquest, Andoria matured and advanced more rapidly than it had ever done (or *would* ever do prior to First Contact)—and along with the advancement came war, as the chunks of culture that had been held together by the will of Krotus fought for independence. In the meantime, the streets were being lit by electric lights, goods were being moved quickly across the continents, and communication seemed to advance *almost* as rapidly as it tended to break down, for once the cultures broke free of the empire, they began to fight among themselves. The Andorians were able to destroy one another more violently, defend themselves more cleverly, and survive climatic extremes that had previously defied settlement. Some built entire cities within mountains; others braved the seas in powerful iron ships; others were making radio communication a reality; others wrote novels or ate well or danced the cold nights away. Increasingly, most woke up threatened by the specter of war and took up arms to fight wars tangled in the clan lines that were a source of honor, pride, and hatred. Dispassionate historians from worlds where such family ties have never held importance point out that, had larger ideas such as communal good (and even patriotism) been more important to Andorians than their *kethni*, Andoria may have never entered its Time of Lament at all. The scholars of *most* worlds, where we've had our own "clans" and family ties and things like them, look on the Andorians at this time with nothing but sympathy, as the world lurched toward its own destruction, struggling between the forces of modern progress and a social system evolved for survival in an age of wooden huts and log fires.

THE TIME OF LAMENT

In fits and starts, Andoria had become an industrialized world of smokestacks and rail highways, of subterranean mountain cities, of popular media. In 1597, an all but total collapse began, as cannons fired on Tarsk began the Tharan Civil War.

Thara, a confederation of nations occupying a full third of the Ka'Thelan continent and most of the land connecting Ka'Thela and Voral, had grown wealthy in the two centuries following the conquests of Krotus, as it occupied a front-row seat for the most important trade artery on the planet—the roads through the Tharan mountain ranges. In the Tharan heliports, the new breed of rotary-wing aircraft, sluggish and fuel-hungry but still airborne, began to revolutionize Andorian trade.

MYTHS AND LEGENDS OF ANDORIAN PREHISTORY

Separate from the literal histories of clans and borders and inventions is the rich Andorian mythological tradition. Andorians young and old have a fascination for the fantastic, and the tales of heroes, sorcerers, and beasts first told in the *Kieloth* (or earlier) have survived in many forms to the modern day, and Andorian fantasy stories are still being written, as novels, plays, and more.

Many of the themes of Andorian mythology are universal, examples of concepts found on nearly every world in the Federation: vampirelike creatures, symbolizing disease or the crushing abuse of cruel leaders; larger-than-life "monsters" breathing icy death and living in pacts with evil; unpleasant "demons" or "evil demigods" making bargains with Andorians who need help out of a bind, and then giving the Andorians more than they bargained for. Some parts of Andoria experience dramatic surges in psionic abilities from time to time, and many of these formed a very real basis for Andorian tales of sorcery and magic-tales that grew on their own, exaggerating the abilities of the psi-gifted into colorful feats and wonders of all kinds.

Andorian mythology reflects the nature of Andoria itself: The horrors of the tales are often directly associated with cold and ice and darkness, real-world threats that every Andorian could identify with. The wonders and treasures of the tales are as likely to be magical sources of food, warmth, shelter, and comfort as they are to be enchanted weapons, piles of money, or self-playing harps. Recurring figures from the popular Voralan body of myths include Kiemeth Hras, the sinister Demon of Death (a skeletal figure encrusted with ice and scraps of frozen flesh); *Iago-na*, the silvery-blue "Andorian dragon" (so-called; *Iago-na* are more feline than reptilian, and can strike men blind with their voices and freeze with a touch); and Olithra, the "fairy of the ages," an alluring feminine spirit, unclothed and inviting, carrying both the dangers and the promises of fate. Other myth traditions, such as the Onshoman, include complex otherworldly societies, where the laws of demons rule the world and the dark giants of the deep oceans stride across the land, capturing women and children to cook for feasts beneath the waves.

While modern Andorians don't believe in *Iago-na* or Olithra anymore, the tales still move them, and the modern traditions of myth are just as rich. Unlike their written histories, the ancient tales survived the Time of Lament reasonably intact–probably, as many scholars note, because stories were one of the few comforts Andoria had left in the wake of the wars that would all but destroy them.

The details of the war, particularly its beginnings, are not only obscured by time, they are strictly taboo among Andorians. While pre-Lament history is a global fascination and now considered a worthy and even admirable pursuit, Andorians deliberately skirt details of the Time of Lament, and likely will for centuries to come (given the Andorian zest for tradition, possibly forever). In particular, while it is clear that *Keth* Utarsk was the ruling family of the city at the time (they are, to this day, the most influential *keth* in the city named for them), and at least ten of the twenty or so other *kethni* involved are known for certain, the identity of the clan who fired on the city is possibly the most taboo piece of information in Andorian history. The Andorians don't *want* to know which clans were responsible for which acts in the Lament years. That particular act, the pebble that loosed the avalanche of their world's near-destruction, is something that an offworld historian would speculate on only if he sought to insult his Andorian hosts grievously. While some less-than-respectful scholars have done exactly that, publishing detailed papers filled with "proofs" of the details of the Andorian Lament, most have had the decency to let the Andorians alone with that particular bruise on their collective memory.

Andorians thus know the Time of Lament, even more than the "prehistory" preceding it, only in abstract terms, carefully couched to avoid any "accusations" against a particular *keth* (or even a particular region, if details can be blurred without incoherence). Andorian children's literature, ironically, seems to be the major cultural repository of accepted wisdom on the era, with abstract groups (fictional clans given colors instead of proper names, for instance) acting out and re-enacting the moral lessons of the era for the benefit of the Andorian youth. In particular, Andorians acknowledge that the breakdown in Thara was based on personal squabbles between individual *keth atlollani*–bickering chieftains who were willing to go to war over failed marriage pacts, social snubs, and even childhood rivalries. Rulers in adjoining Ka'Thelan societies (and in Kul'Tan) took a stake in the war rather than let personal infighting threaten their own economies and cultures. Thus, with the survival of Andorian trade, *keth* honor, and personal egos by the millions at stake, the war that began as a global concern for the Tharan mountain trade routes devolved into something even nastier, as pent-up rivalries and petty interests joined with ambition and economics for a wretched alchemy of strife.

Within ten years, the original cause of the war was entirely moot. Trade along the Tharan ranges was dead, starvation was beginning, disease was rampant, and electricity was a hazy memory in many of the major cities. It was a time of holocaust, and those who had any comforts remaining were often willing to slaughter thousands in cold blood to keep them. This lasted, and worsened, for more than forty years. When the economies of Andoria had so totally collapsed that missiles could no longer be built, firearms could no longer be repaired, soldiers could no longer be fed, flames could no longer be extinguished by anything other than the sleeting ice, Andoria simply died–or nearly did–falling into a period of darkness. Andorians born

in a time of urban life and progress fell back into a time when the strength of one's blade was more than a matter of artistic pride in a family heirloom, and when even that was useless if you couldn't find food in the cold woodlands surrounding you. Those who had begun the wars were dead or dying, leaving their children to survive on what scraps had fallen under the table on which the game had been played.

Six Hundred Years: The Modern Age

"You love me; I know it. And Lilen and Garav are our closest friends. You know we should be married, Ghalev." She fought to keep steady, to keep her gaze level, her lip from trembling.

Ghalev stood silent, his passions in quiet conflict, tearing him apart.

"You know it, Ghalev." She was pleading now, touching his arm.

Ghalev's voice was a dry whisper. "Lilen and Garav are at home here, in Dira. I am not. The stars call to me. If we are to marry, we must marry someone other than them."

Shieri stared, shocked. "You know I love Garav as deeply as I do you. Don't force me to choose between you."

"I've forced nothing. The choice has always been there. We suffer, my love, because you have lacked the courage to make it."

—Douglas Bell, Ghalev: *A Novel of Andoria*, 2253

EMERGING

Today, it is popular to say that as Lor'Vela came to adulthood, Andoria was dying and tired of war. This is a convenient image, but not entirely true.

Andoria *was* dying. At the height of the wars, atomic weapons had scoured seven major urban targets, engineered diseases ran rampant, and simple starvation and exposure swelled the river of death twofold. The Andorians were clinging to the razor's edge by bleeding fingers, spiraling toward the point where life would no longer be possible for their world to sustain.

There were those, however, who were just getting warmed up.

In the Dharan uplands there lived a woman named Geshev, a warlord. *Atlolla* of a powerful *keth*, the name of which is lost in time, Geshev was busy seizing power through treachery. Taking advantage of the weariness and broken hopes of her neighboring clan chieftains, she called a meeting meant to begin talks of peace—and slaughtered all those who attended, leaving their heads in a bloody circle in the snow. With centralized power and communications long-dead in Dhara, Geshev was able to seize control of three rival clans in one day, as the victims of her treachery, broken and helpless, turned to her for what cold mercies they might be granted to survive. Those who didn't immediately recognize her rule went into a vengeful rage—which Geshev cleverly manipulated to her own ends, fostering conflict on battlefields that had seemingly exhausted their potential for war.



Geshev conquered by guile and force with equal handiness. Within three years, the uplands of Dhara were hers, and her forgotten clan was among the most powerful on a dying world. Geshev's clan became a source of cheap weapons and slaves, feeding the tiny fires that flared up regularly in the surrounding lands, and Geshev grew powerful, riding a wave of death and misery.

Or so the legends say. Geshev's climb to power is the last great event of Andorian history lost in the cleansing fires of Andoria's salvation—at the hands of Geshev's daughter, whom we know today as Lor'Vela.

Her mother had built a minor empire on her ability to divide those who needed desperately to be united. Lor'Vela, determined to reverse that trend and end the misery her *keth* was responsible for, called her mother out to fight in 1678. Lor'Vela was 14 years old: clumsy, awkward, and determined to kill.

The Duel That Changed the World

The duel was not the ritual of skill and sport that Lor'Vela would later introduce to her weary world; it was a savage battle fought around a snow-crusted creek in Dhara, as dozens or hundreds looked on. Poets and artists depict it as a sad occasion, with both combatants tearful and bitterly regretting where events had taken them, but grimly determined nevertheless. We don't know what it was really like; we know only that Geshev lost, her body slashed and punctured by a furious young girl determined to undo what had been done. Lor'Vela herself was wounded but able to walk, and able to scream out to all those assembled that her mother's *keth* was hers.

In a matter of years, the Tharan and even east Ka'Thelan clans began to take notice of what was happening in Dhara. A young girl had risen to command a powerful clan that had been built out of other clans by treachery–and had turned that wicked creation into a kind of federated force for rebuilding their land. The Dharans were still starving, still sick, and still struggling to live, but they were not at war: not with one another, and not with their neighbors. Their laws were strict, written by the young woman and her remaining three parents, and held that matters of pride and anger would be settled by formal duel of *chakani* on an arena of linen. Soon, clan chieftains from even distant Voral had visited the young and remarkable woman, to speak with her and learn the secrets of the Dharan peace. Andoria had found hope again, and the young woman was named by all as Lor'Vela–literally, "the woman who brought the laws."

New Hopes, and Sacrifice

In 1692, after several false starts and delays caused by skirmishes and the worst weather in anybody's memory, clan leaders from every surviving *keth* on Andoria gathered in a rebuilt hall in the city of Tarsk, where the Time of Lament had begun. Lor'Vela addressed them all, and for sixty days they spoke, and debated, and even dueled-some clans resolving issues then and there that otherwise blocked the proceedings. In the end, laws had been written, decisions had been made, a government had been sketched out, and two sacrifices were to be placed on the altar of time.

Lor'Vela herself made the first sacrifice, and designed the second. Her own clan, a patchwork of might assembled of lies and cowardly murder, was to be dissolved, with the conquered bloodlines set free to find their own ways again and determine their own chieftains. Lor'Vela gave up her position as leader entirely, to step back into the ranks of her society, to live with her family in peace.

The second sacrifice was the sacrifice of history, where the clans agreed, for the sake of the future of their world, to order the destruction of all writings, all pictographs, all recordings, and all renderings–anything that could remind future generations of past misdeeds, rivalries, and grudges. Adults would no longer think or speak of such things, and children would not be taught what could be remembered. Among the things ordered stricken from memory and forbidden from discussion were the broken clan and the identity of Lor'Vela herself. Since her rule had been built on a false foundation of half-truths to begin with, only those who had been there in the Dharan uplands had secrets to keep, and it seems they kept them, one way or another.

Of course, it was not a perfect process. Some histories were hidden, and some are still being recovered today. Some Andorians resisted openly, forming enclaves dedicated to keeping ancient feuds alive. In time, though, the tide of a planetary will won out, and Andoria granted every one of its children the freedom to begin on a new page, unencumbered by the hatreds of the generations before. Andoria, through its own determination to survive, allowed itself redemption and peace, and began to rebuild its dead civilizations, led by the Council that still rules today.

A Time of Achievement

With the new council of 300 in place, the Andorians rebuilt their home over the next few decades. They restored the major rail lines and re-established air traffic, and Andorian trade began to flourish again. The first few years saw minor military flare-ups, border disputes and passion-driven assassinations, but no armies mobilized, no towns were besieged. The children who grew up in a world where Lor'Vela's laws held sway would become adults who would wage no wars at all. Lor'Vela herself, perhaps ironically, died in a duel at the age of 59, defending the honor of her wife and husbands against a scandal engineered by a jealous rival.

Prosperity paid many dividends for the Andorians, who again embraced the pursuit of fine art, stirring music, good food, and meaningful literature. A spirit of adventure and vigorous commerce prevailed. Andorians even conquered the sea at last, when *Keth* Otharnu launched a fleet of gigantic ships constructed from blocks of solid ice, fortified by pulped wood from the Irinari woodlands. When the first of these shrugged off a collision with an iceberg on a long run along the northern shore of Voral, it was as if the Andorians had cast off an ancient demon, and could look on their seas with a sense of *possibility*, instead of dread.

But the seas were yesterday's challenge. In 1794, Andoria took her historic first steps into the galaxy around her, on a tiny manned rocket called the *Lolis Vanir*. Launched by *Keth* Ivari from their homegrown facilities in Jonava, this primitive single-stage rocket set off a brushfire of progress as engineers from across the globe joined *Keth* Ivari. Every Andorian watched or contributed, awaiting the day that they could step out among the stars. Andorians constructed the first permanent colony on their moon (on the site of the modern city of Eghar) by 1805. Within four decades, Andorian zeal for space travel placed scientific colonies on nearly every world in their solar system, and the time seemed ripe for even bolder adventures.

HOPES LIE BROKEN: THE FIRST COLONIES

The early years of in-system colonization taught the Andorians a valuable lesson-life in an Andorian-made habitat could be much more comfortable and less deadly than life on their frozen homeworld. But what of other planets entirely, with continents and forests and mountains and *more warmth*? The Andorians were quick to realize that there was bound to be more room for a better life among the stars. Dreams of colonizing beyond the rim of their home star system manifested as reality in 1822, when a team of Andorian scientists working in the orbital colony Eshalni'han announced a perfected form of cryogenic suspension. Working with *Keth* Ivari engineers, they drew up the plans for the Andorian "sleeper ships" that would define an age of excitement and terrible tragedy for their world.

Andorians constructed and launched nineteen vessels, beginning in 1830, aimed at stars both near and distant. Robotic vessels launched at two-year intervals followed each ship, carrying additional emergency supplies and equipment to help build the colonies and make it possible to send word back home. Thousands of Andorians (an average of 720 per sleeper vessel) boarded the vessels, and thousands died, or were simply lost, in the blackness of the void.

Most of the ships–fifteen of them–simply failed. They malfunctioned, or were struck by meteors, or were diverted by unexpected gravity wells, or were destroyed by ion storms. In later centuries, the Andorians (with the help of the Federation) sent out expeditions to find these lost vessels, to bring them home, to give proper respect to the dead. Three of the ships are still missing–lost in the vastness between the stars. If their systems are still operating, the hundreds aboard may still be revivable, but as none of the twelve recovered vessels have been operational, such hopes seem romantic at best. Of the nineteen ships launched, only four found their destinations at nearby stars and brought their passengers to colonize new worlds. Three of those new worlds would become mass graves. Fortunately, this tragedy remained hidden from the Andorians of the time.

Rather, they knew that one ship had seemingly already succeeded–the Trilith VII "New Andoria" colony electrified the world, and for many years it seemed that Andorians dreamed of nothing but space travel, and Andorian scientists continued to work toward developing faster-than-light warp travel.

The experiments took place at distant points on the outer rim of the system and bred a series of disasters. Some ships vanished entirely. Others exploded, cascading deadly radiation as far as the outer mining colonies. Finally, in 1906, the culmination of generations of hard work shot into space—the *New Andoria*, named for the Trilith colony designated its first destination. Tests of the new Andorian warp drive had been positive, resulting in successful short-distance jumps past lightspeed with robot ships, and then small test vessels with live Andorian operators. The *New Andoria* had a crew of sixteen eager to face the stars. When the *New Andoria* exploded in space, the only comfort that Andoria could take was that their deaths had been quick.

The powerful explosion extended directly into the fabric of subspace, causing it to ripple and collapse. The resulting wormhole gaped and stormed at the edge of Andoria's system, and brought ion storms and worse flooding into local space. Andoria had no choice but to abandon space travel entirely for years–no more supply ships could be sent to the colonies. The ion storms isolated even the in-system stations and observatories for years at a time, and wiped some out in freak flare-ups. For a century and a half, the Andorians were planetbound, their spaceports mothballed, their eyes cast back to the snowy ground of home. Even radio signals could not penetrate the barrier created by the wormhole, and the colonies were on their own, inferring their abandonment, one by one, from the *New Andoria's* final broadcasts.

Ions and Ice Storms

Andoria, for the first time since the Time of Lament, had had the wind knocked out of it, and both technology and culture stagnated. Dark humor and introspective horror entered the Andorian artistic repertoire with vigor, which is the only "evolution" the period from 1906 to 2069 can really claim. Andoria scraped along, dragging its feet and keeping its eyes low, not daring to think of the fates of the colonies, hoping that they were managing well on their own.

In 2069, the Andorian wormhole collapsed, but, perhaps appropriately, refused to die peacefully. Warning probes signaled, dials fluttered, and the danger revealed itself: Huge ion disturbances, storms of a magnitude never before seen, erupted violently from the rip in space as the wormhole slammed shut, and this time Andoria itself was directly in the path of the chaos.

Thousands died almost instantly as the storms began, sweeping through the belt colonies and outer sensor posts. It took less than an hour to reach the homeworld, and the resulting atmospheric cataclysm lasted for three local days, laying waste to cities, erasing years of development, and killing millions.

The damage extended beyond the loss of Andorian life and the civil destruction—Andoria itself was critically wounded, slightly altered in its orbit. In the shocked silence that followed the storms, the Andorians realized that only their own indomitable genius could prevent their planet's frozen death in a new, permanent ice age.

Return to the Stars

"Keth *Ivari had plunged from the heights of glory to the depths of shame in the wake of the New Andoria disaster. The clan that had engineered the first Andorian space age took the blame for its terrible end, and Ivari Andorians went quietly about their business, hoping for the day when the clan could redeem itself.*

With the arrival of the new ice age, the Jonavan keth got its chance again, as a desperate Andoria turned to them for help. Young Umarev Ivari, a talented engineer and physicist, stepped forward to lead the cross-clan team of scientists that would save the planet. For the first time in 75 years, Andorian scientists worked together with their eyes toward the heavens, this time for survival."

—Giant Steps: *A Chronicle of the Andorian Space Age*, 2266

Umarev Ivari, from the shunned "spacegoing *keth*," personified both that genius and that indomitable nature. The solution that Umarev's team devised—a network of heat-diverting satellites controlled from the ground—lit up in 2073, after four years of desperate toil drew the entire world together in a cooperative effort to save their lives. Once the danger had passed, the Andorians allowed themselves a collective moment of rest, and then-for the first time in over a century-turned to the matter of what had become of their colonies (see "The Andor Sector," page 39) and to returning to Andoria's rightful place among the stars. Although outer space had claimed first blood, Andoria readied its counterstrike.

Once Andorian astronomers could detect the radio signals from Cimera III again, with their steady (albeit twelve-year-old) stream of news and other data filling the Andorians in on what had happened beyond their homeworld in the past century, they discovered much to learn. While mourning the loss of the other colonies, they marveled at what had happened to the Cimerus Andorians: They had apparently made contact with another species, the mysterious "Rigelians" (in truth, Orion pirates), who had appeared and then vanished again, decades before! Encouraged by the mystery of life from other worlds, and by the prosperous lives of those on Cimera III, Andoria began rebuilding, working again toward the goal of a faster-than-light vessel.

Having learned much about astrophysics from continuous study of the wormhole, Andorian physicists finally had the keys necessary to unlock warp-speed travel, and within a decade the first FTL-capable Andorian vessel, the *Lor'Vela*, sat shining in the orbital docks at the system rim. Its maiden voyage was, of course, to Cimera III, to greet the long-lost surviving Andorian colony. Ironically, due to the delays in radio communication, the *Lor'Vela* herself reached a surprised Cimerus colony shortly before the messages heralding Andoria's freedom from the wormhole. The simple ceremony of welcome hastily assembled by the Cimerus leaders is seen now, in retrospect, as the moment when Andorians became, once and for all, a people among the stars.



Meeting the Neighbors

With the successful flight of the *Lor'Vela*, the tone of Andorian history finally changed from a cycle of barely survived horrors and disasters to an outward spiral of growth and exploration. *Keth* Ivari and its partners and rivals constructed dozens of ships like the *Lor'Vela* within a few years, and planned voyages in every direction–with special attention paid to the three defeated colonies, and to the point in the heavens identified as the home space of the "Rigelians" who had contacted Cimera III decades before.

By modern standards, Andorian spaceflight was limited, since Andoria and her original colonies lacked natural dilithium resources. Andorian chemists had predicted the existence of the mineral, and even some of its properties, but there was simply none to be had, and their early starships were often restricted to "single-hop" warp flights that had to be carefully prenavigated for safety. Since their warp drives were typically good for only one trip before becoming unstable, ship designs had to include large batteries of "disposable" engines to make interstellar travel practical. This drawback carried compensations. Since the engines needed complete overhauls after a single use anyway, the lack of stability concerns allowed the Andorian ships to achieve speeds (upward of warp 7!) in their practical vessels that other species could achieve only in controlled experiments. This capability, combined with the renewed Andorian determination to find its neighbors in space, resulted in expansion as dramatic as anyone could wish at the time, although this rapid "pulse warp" approach was much more practical for traveling established courses than exploring new ones.

The timing of Andoria's real steps onto the galactic stage couldn't have been better, because the first waves of interstellar society were beginning to cause ripples in Andoria's neighborhood. Vulcanoid Rigelian traders, having heard rumors of developing cultures at the outer edges of their patch of known space from less-scrupulous Orion pirates, encountered the Andorian warp ships in 2126. By 2132, the famous Andoria-Rigel trade corridor had begun, resulting in vastly accelerated technological growth for all the worlds along the route. This time also saw the birth of the "merchant lodges" of Andoria–powerful trading cartels, each attached to a *keth* with interest in interstellar commerce. By the late 2260s, nearly 200 clans have formally become "lodge clans," with an official registry in the Andorian Free Trade Union, and hundreds others are trading even more "freely" than that, without any Union affiliation.

By 2140, the Andorian colonies were building starships of their own and expanding their interstellar community rapidly. They settled into a happy pattern of very gradual exploration and very vigorous trade along established routes. The Rigelian network of interstellar contacts made trade with them both profitable and fascinating: The Andorians learned of dozens of other cultures indirectly, through the goods traded via the Rigel corridor.

In 2144, though, the larger interstellar community came knocking on Andoria's front door. The *U.S.S. Challenger*, a vessel representing the United Earth Space Probe Agency, encountered an Andorian ship, the *Ushos*, performing repairs at a mercantile waystation near Lambda Centauri.

Shaking Hands

The *Ushos* was, perhaps understandably, concerned and apprehensive when the UESPA vessel appeared from the folds of warp space. Accustomed to regular trouble from pirates and other rabble near the populated ends of the trade route, the *Ushos* assumed that this small but clearly armed vessel was something similar, and a brief exchange of shots from both sides marked first contact between humans and Andorians.

Fortunately for all involved, the brisk exercise in targeting didn't develop into a real fight, and quick thinking salvaged the situation. The captains of both vessels weren't in the mood to fight, and–although there were language difficulties at first–the visual component of their hailing signals made it plain that neither was seeking war. When the Andorians learned that the name of the ship they had encountered was *Challenger*, they were delighted. Clearly, they had encountered a species with valor and spirit, who would carry weapons to the stars and yet have the restraint to open channels of communication with a fellow group of noble warriors! News of the contact with humans spread quickly back to the homeworld, along with the first of many diplomatic messages that would lead quickly to new trade agreements and technological exchanges. By 2149, Andorians had visited both Earth and Alpha Centauri aboard the more advanced human vessels, and a friendship began that would, over the years to follow, grow into a very significant alliance, indeed.

THE SHADOW OF WAR

The 2140s and early 2150s were a time of prosperity, excitement, and goodwill. A community of worlds was forming in a part of space that, only a century or two before, had been filled only with worlds who worried that they might be alone. And everybody was getting along–learning new tech-

PHELL'NUN ENDILEV

Andorian Female, *Keth'ras*

Clan history scholarship may seem an odd vocation for the daughter of a former brewer turned diplomat, but it seems to fit Phell'Nun Endilev perfectly. Always searching for the truth in all situations, she decided to start with being true to herself.



Background/History

Phell'Nun Endilev is the daughter of Shras Endilev, Andorian Ambassador to the United Federation of Planets and a famous Andorian brewer. Shras had great hopes that his daughter, his only child, would go to Starfleet Academy and graduate to a glorious career in Starfleet to help keep Andoria solidly within the Federation. He was, to put it mildly, a bit disappointed when she decided instead to follow a different path.

Phell'Nun had always loved to hear her father tell her stories of his career. While he believed it was the antics of the humans and Vulcans, or his diplomatic triumphs, that made her eyes sparkle, it was in reality the fact that the stories were all true. By the time she was twelve she had read every book and news article ever written about her famous father. This interest continued to grow, and while she was in school it was noted by several of the History Department scholars. So impressed were they with Phell'Nun's impartial attitude and organizational methods that they offered her an internship.

Initially, Shras was not happy with this turn of events. He didn't want his daughter to waste precious time with this hobby and lose her chance to enter the Academy. It was not only what he wanted for her, but he honestly believed it was what she wanted as well.

After seeing her on her return from a field trip to Memory Alpha, Shras realized her true love was history, not politics. To honor her father and an interest he helped foster, Phell'Nun focused much of her studies on the history of Andorian diplomacy. From the first rude treaties carved in ice to the most delicate negotiations of the Coridan Admission, Shras' daughter was a "walking encyclopedia" (as humans say) on her chosen topics.

Phell'Nun is currently completing her thesis on the influence of Sarek of Vulcan on Andorian internal dueling practices, and hopes to collaborate with her father on a book of his memoirs in the near future.

In her private time she can often be found at museums or libraries. She is an avid fan of historical documentary films and period plays. Phell'Nun hopes to travel to other worlds in the Federation and see famous places. She has mentioned that one of her first stops will most likely be Earth and sites such as Vienna or Versailles.

Appearance

An attractive Andorian woman in her late twenties with light blue skin and medium to long antenna. She wears her hair long (about down to her waist) and tends to dress in formal *Keth'ras* robes and such while working. On her personal time she has adopted a mix of Terran fashions with the "updated traditional" motif currently popular among her generation.

Personality/Roleplaying Notes

Phell'Nun is a refreshing academic, who despite her obviously vast knowledge is not egotistical in the least. She loves to hear other people's stories as much as to tell her own, and nothing will win her good graces like a well told story about a character's family background. Phell'Nun Endilev is an excellent source of information, usually asking only for information in return. With her extensive knowledge and famous father, she makes an excellent contact for any Andorian player character, or Federation officer looking for insight into Andorian politics.

She also might make an interesting romantic possibility, complicated by her somewhat overprotective, opinionated, and powerful father.

Attributes

Fitness 3
 Vitality +1
Coordination 2
Intellect 3
 Logic +1
 Perception +1
Presence 4
Psi 0

Skills

Artistic Expression (Writing) 1(2)
Computer (Research) 1(2)
Culture (Andorian) 2(3)
History (Andorian Diplomatic History) 2(3)
 (Andorian: *Keth* Aniri) (3)
 (Andorian: *Keth* Endilev) (3)
Language Andorian 2
 Rhixoi 1
Law (Andorian) 2(3)
Personal Equipment (Tricorder) 1(2)
Persuasion (Debate) 1(2)
 (Storytelling) (2)
Planetside Survival (Forest) 1(2)
Primitive Weaponry (*Hrisal*) 2(3)
Social Sciences (Andorian Anthropology) 2(3)
 (Andorian Archaeology) (3)
 (Political Science) (3)
World Knowledge (Andoria) 1(2)

Advantages/Disadvantages

Ally +5 (Ambassador Shras, Father)
Excellent Hearing +2
High Pain Threshold +2
Code of Honor -2 (Honesty: Always seek and tell the truth)

nologies, enjoying the delights and arts of entire new cultures, and re-evaluating their views of the universe. It was a happy time that, perhaps inevitably, was torn apart by the terror of war, when the humans' luck with meeting new friends ran out in 2156, when the Romulans made their presence known.

Andoria was forced to sit out the Earth-Romulan Wars, although they were eager to come to the aid of their new allies, had it been asked of them. Andoria constructed an entire fleet of war-ready starships in anticipation of battle, but since Andorian warp technology was still not entirely up to par with the more flexible Earth vessels, their service was not requested. The Andorian government's eagerness to help allies, however, was certainly one of the reasons the humans, Vulcans, and Centaurans invited Andoria to send an ambassador to Babel, to attend the talks that would result in the founding of the UFP. The unused Andorian fleet, refit as merchant vessels in the aftermath of the war, became the foundation on which Andoria's modern position as the Federation's principal hub of trade was constructed.



Federation

Ambassador Sheras Endilev, the Andorian representative at the meeting that founded the Terran Conventions, is regarded on modern Andoria as a hero. His grandson, Shras Endilev, became Andorian ambassador to the Federation in 2266. As one of the five ambassadors who devised the concept of a "federation" of worlds while the interstellar community trembled at the implications of the Earth-Romulan Wars, Sheras brought honor to his *keth* and helped bring about a new age in galactic history. At the time, however, the notion was not universally welcomed in the chamber of the Council of 300.

Sheras (along with Tharan, Degras, and other now-legendary diplomats of the time) had to fight hard to win recognition on the Council floor. While many of the clans were immediately enthusiastic about the idea, many others (most notably *Keth* Kor and its allies) saw the Federation as a threat to their newly developed dreams of an interstellar Andorian hegemony. How could Andoria's warriors follow their destiny to the stars if their world became (in Rexar Kor's words) "nothing more than a subservient honor-guard for a galactic government ruled by others?" Rexar argued that the technological superiority of the humans and Vulcans, in particular, would ensure that the remaining members of the proposed Federation would be little more than token minorities. The clans considered this, and some agreed. Rexar took it a step further, and declared that Sheras had brought shame to his *keth* by even suggesting participation in the Federation, and that it would be like "spreading filth on the robes of the Council" to bring it before them for a formal debate. Thus cast as a matter of personal and clan honor, there was nothing for it but a meeting on the linen of the *ushaan.* (See pg. 87 for more on Andorian dueling conventions.)

Sheras Endilev, an almost-elderly brew-craftsman famed mostly for his winning smile, easy manner, and convincing speeches, seemed certain to lose to the athletic, youthful "*makra* knight" of *Keth* Kor. When the blood hit the floor, surely it would be that of Sheras, and the Andorians would be forever kept out of the new vision that had been conceived on Babel. Or so it was believed.

As with all *ushaani*, the duel between Sheras Endilev and Rexar Kor was not recorded except in the notations needed for the *amdanalnar*. If the pantomimes of the fight are accurate, however (and two subsequent duels between *Keth* Kor and the clans of the attending *ataneki* have confirmed without question that they are), Rexar Kor simply never stood a chance. Sheras attacked with ferocity and deadly accuracy, cutting Rexar deeply, twice, before blood struck the linen and the duel was

proclaimed ended. Sheras emerged with minimal wounds, winning only a scar on his forehead that would draw comments and stares at the first Terran Convention.

Seventy-six duels, among *Kethni* Council members and others, brought the Andorians into the Federation; the Sheras/Rexar duel was only the first. Sheras himself fought two more and was finally seriously injured, unable to attend the final Convention or the signing of the Articles on Terra. His work, however, had been done, and his world became one of the historic five founders of the United Federation of Planets, with terms satisfactory to nearly every clan (see pages 13-16 of ***The Price of Freedom: The United Federation of Planets Sourcebook***, for more).

NEW GENERATIONS: ANDORIA'S FUTURE

"Sometimes, Ghalev," he sighed, "I lose all hope for us."

"Don't, Falin. The Umarinites are right. The Andorians will carry the torch of passion and spirit should it fall. We are destined to lead."

"Enkav and her kind don't want us to lead. She wants us to rule."

Ghalev stirred the fire with the tip of his blade and watched the embers rise into the cold night, offered up to the five gods of entropy to mingle with the falling snow.

Falin watched Ghalev. "Should we rule, my friend? Or are we little more than heartsick poets and fighters, to be manipulated by the Orions and condescended to by the Vulcans? We are, at our best, so beautiful. I'm scared for us."

"Enkav follows her anger, Falin. There are better passions. We will follow our better passions, and we will lead, not rule."

"And Enkav?"

Ghalev's eyes shone darkly in the firelight. "Enkav dies tomorrow. Get some sleep."

–Douglas Bell, *Ghalev: A Novel of Andoria*, 2253

In the century between the 2260s and the time of the ***Star Trek: The Next Generation*** game, Andoria and its role in the Federation undergo few notable permanent changes but a large number of significant trends. The Andoria of the 24th century is described in the ***Planets of the UFP*** sourcebook; a few of the notable events of the coming century are described here.

The Rise of the New Warrior: The cultural role of the *ushaan* undergoes a good deal of change beginning in the late 2280s, as the collapse of a couple of major clans (most notably the almost total ruin of *Keth* Idrani due to scandal) are blamed by many on the current (23rd century) trend of clans to choose their leadership based on education, personality, and administrative skills, rather than on personal strength and might in combat. In 2313, *Keth* Kor and its allies force a reversal of that trend and aim society toward more "traditional" Andorian values, convincing the Council of 300 to pass into law that the succession of an *atlolla* must be "proven" on the linen of the dueling floor, or be a matter of blood succession. The motion squeaks by past considerable protest, and most of the colonies and other Andorian communities away from the homeworld resist it for decades. By the 2360s, however, the newer generation of Andorians seem to have embraced the idea, feeling that it is more befitting of a proud warrior culture. Many others openly accuse the Andorians of "Klingon Envy," insisting that the trend reflects a growing sense of insecurity on the part of the Andorians in the wake of the gradual success of the Organian Treaty. Even some notable Andorian writers seem to have accepted this theory, and in 2364 Amathev P'Trell publishes a highly controversial paper suggesting that Andorians should work to discard their "warrior" self-image and focus on their many other talents, in order to make a better contribution to the Federation and a better future for their children.

Crime and Terrorism: In 2295, *Keth* Ucalnath formally breaks all ties with the legal Andorian government and with Andoria, with the last of the Ucalnathi by then living on other worlds. The Ucalnathi Andorians, along with militant groups of Andorians secretly or openly practicing the Yan Kava and Terionist faiths, become a growing problem throughout the later 23rd and then the 24th centuries. By the 2340s, the acts of terrorism with which these renegade Andorians express their rage reach planetary proportions, and result in several open conflicts with Starfleet (including the infamous incident at the distant Andorian/Terran colony on Triangula Delta). Also part of this web of death and anger is the Andorian sector of the Orion Syndicate. They work to encourage the scattered groups of Andorian terrorists to use their positions as renegade spokesmen for a frustrated people not only to terrorize and score points against the Federation, but also to make a tidy profit. By the 2360s, renegade Andorians deal in everything from illegal weapons to powerful narcotics, to dangerous commodities such as rare Tellurian spices (tasty to half of all known humanoids, and deadly poison to the rest). Ironically, more "legitimate" Andorian interstellar criminals have actually worked alongside the Andorian government and Starfleet in helping to bring some of the terrorist renegades to justice, since their activities and goals are just as harmful to their illegitimate business pursuits as they are to peace in the Federation.

Umarinite Power: The shift in the social climate of the Federation from the almost devil-may-care 23rd-century days of explo-

ration and community building to the more conservative, careful attitudes of the 24th century leads many of the followers of the Umarinite faiths to believe that Umarin's prophecy has already come to pass, and that the flicker of passion is being extinguished from the Federation and from humankind in particular. These same trends are used in many cases to justify the terrorist crusades of the Renegades, but among the Umarinite Andorians it results in a joyous renaissance of faith and energy as the devout prepare themselves to set new examples of passion and drive for the rest of the Federation to follow. Umarinite drama and music come into vogue across the Alpha and Beta Quadrants in the 2350s, and grow steadily more popular over the following years. More importantly, the increase in the popularity of Umarinism, both as a religion and as a cultural phenomenon, catapults several Umarin-friendly clans into positions on the *Kethni* Council. More conservative sects of Umarin's followers still reject the notion that the prophecies refer to modern trends, preferring to look to a more distant future.

Transport and Colonization: Andoria, already one of the most significant hubs of trade and shipping among the UFP worlds, expands this role dramatically in the coming century, both in the realms of commercial shipping and civilian transport. As larger chunks of the Alpha and Beta Quadrants become "settled" space rather than frontier, the Andorian transports arrive to fill the massive need for flights between the settled worlds and important colonies and outposts. Clans Dra, Birev, and Ivari jointly mastermind most of these efforts. Federation social scientists credit them with the primary responsibility for the "civilized" feel that most of the central sectors of the Federation can claim by the 2360s. With Andorian transports connecting worlds to the vast flow of living traffic in the Federation, the frontier seems that much more distant from the homeworlds.

The Planet Andoria: A World of Ice and Darkness

"Lilen!" Ghalev shouted, laughing. "Lilen, be CAREFUL!"

She turned on her skis, returning his smile and sending up a spray of sparkling white ice, narrowly avoiding the black rocks. Ghalev thought she looked beautiful. He longed for her.

Ghalev's brief reverie was broken by a hard slap on the back from Garav, his clan-brother and Lilen's best love. "After that slip you made yesterday, Ghalev, be careful when giving advice on how to ski!" The remark had been a joke, but it mixed with Ghalev's jealousy and burned a bit. Ghalev chided himself internally for acting like a child.



"We should head back to Dira before nightfall," he said. "It's no good camping here tonight. There are beasts here that will devour us in our sleep, and a storm coming."

Lilen grinned. "You fear no beasts, Ghalev. You never have. You just want to get home to bed your pretty Shieri, don't you?" She tossed her hair playfully and her eyes shone–at Garav. "Skiing makes Ghalev's blood run hot, my love. We should get him back to his mate before he goes mad."

Garav laughed and brought his goggles down over his eyes. "Ghalev, Shieri is a good friend to us. We should join, you know, the four of us."

Ghalev nodded slightly and tried to smile, and could not look Lilen in the eye. "Perhaps, Garav. Perhaps. Let's get home, or the storms will devour us, bone and soul."

—Douglas Bell, Ghalev: *A Novel of Andoria*, 2253

Andoria, a young planet orbiting a star 30 times larger than Earth's Sun, is a high-radiation world with heavy volcanic activity on most of its surface. Without the heat of the volcanoes and undersea volcanic rifts providing Andoria's unique patterns of "seasons," Andoria would likely have no familiar variety of life at all, where the white light of its giant star makes liquid water possible, 300 times farther from its primary than the Earth from Sol.

ANDORIA

Planet Name: Andoria (Andoria V)
Class: M
System Data: Andoria has one moon, Olith.
Gravity: 1.0 G
Year and Day: 300-day calendar year; 30-hour day. Andoria's *natural* year is equal to 899.1 Terran years.
Atmosphere: Oxygen-nitrogen with high ozone content; slightly lower than Earth-normal pressure
Hydrosphere: 64.9% surface water, concentrated in three oceans and several large inland seas
Climate: Cold. Dry except in the equatorial regions, which receive frequent snow and rain. Almost no normal seasonal variation, but short warm "summers" are caused by volcanically heated air and water from the oceans.
Sapient Species: Andorians (5 billion), Humans (1 million), Centaurans (0.4 million), Others (0.2 million) [figures represent citizenry, as per the standards of the *Kethni* Council; actual on-planet residents are approximately 20% of these figures for Andorians, 65% for humans, Centaurans, and others]
Tech Level: Level Six overall, but with some areas as low as Level Four by conscious choice
Government: Representative democracy comprised of clan leaders
Culture: Honorable and valiant clan-based society, with strong passions and beliefs
Affiliation: Founding member of the United Federation of Planets
Resources: Limited physical resources due to relatively cold and inhospitable climate
Places of Note: Andorian Military Academy, Council of Clans Chambers, Andoria VII Observatory
Ship Facilities: Major facilities include one shipyard located on Olith, another on Andoria IV.

Extended Data
Mass (kg): 3.73 x 10^24
Mean Diameter (km): 10,084
Mean Density (kg/m^3): 6,983
Surface Area (km^2): 319,459,242
Mean Continental Elevation (m): 1,049
Glacial Coverage (km^2): 110,485,344 (34.6%)
Global Average Temperature (Celsius): –9.3 (–1.0 prior to "ice age" shifts)
Average Distance from Star (AU): 298.9
Obliquity (axial tilt): 2.94°
Orbit Inclination: 0°
Orbit Eccentricity: 0.024

Landmasses make up 35.1% of the surface of Andoria, divided into four continents: Issa, Ka'Thela, Tlanek, and Voral. Issa and Tlanek are frozen solid, with all of the former and most of the latter covered year-round by constantly growing glacial sheets, rivers and oceans of ice, often hundreds of meters thick. This leaves Ka'Thela and Voral to be inhabited: two sizeable masses, connected by a mountainous (and treacherous) ribbon of land known as *Akalath*, home of the Tharan Mountains.

In addition to a large number of inland seas, three significant bodies of metal-rich water surround the continents. The largest of these, the La'Len Ocean, occupies the majority of the northern hemisphere and defines the northern shores of both inhabited continents.

The southern ocean, not quite as large, is divided into two zones. The safest for travel (barely) is the La'Vor Sea (the waters between Voral and the western coast of Ka'Thela). The remaining body is the Anshim (the waters south and east of Ka'Thela, which meet up with the La'Len in the waters east of the ancient city of Lor'Tan).

Andoria is an icy world, both naturally and now *unnaturally*, as the Andorians struggle with a premature ice age created by the output of a collapsed wormhole on the edge of the system. The "tropical" zones of the planet, where most Andorians live, feature a climate comparable to the colder parts of Canada or Russia on Earth. Brief "Andorian summers" provide occasional relief from the cold, but they aren't "seasons" in the normal sense, since Andoria has a negligible axial tilt. Rather, they are caused by complex tidal systems carrying warmth from deep, tectonically superheated regions of the oceans. These "summers" are regular events

that define the traditional Andorian calendar year–Andoria's natural year is nearly a thousand standard years long. Without them, many parts of Andoria would freeze, but they also bring fragments of Andoria's great ice shelves–dramatic "armadas" of icebergs–spiraling into the equatorial waters.

A slightly thin atmosphere and slightly lofty continental elevations make Andoria a literally dizzying experience for unprepared humans and other species used to a more hospitable Class M environment. That doesn't, however, prevent millions of offworlders from visiting Andoria each year to look out over the vast glaciers, shop in the steamy warmth of the urban marketplaces, and challenge the icy mountainsides with climbing gear or skis.

Six Kossos Tour: The Cultural Districts

"Andoria took a path different from Earth in this regard. Where Earth started out with a dizzying array of cultures and grew to a much more homogenized state, Andoria started out with very few cultures-but they stayed put. Lacking Earth's more hospitable and varied climate, ocean-separated continents and so on, the Andorian cultures maintained a kind of constant compatibility. But lacking a few distinctly human personality issues, the Andorians maintained the integrity of their cultures, however subtle, as the years wore on. It basically boils down to this: The ancient Andorians went to war, constantly, because they were angry about something, while the ancient humans went to war, constantly, because they had trouble dealing with other humans being different. Now that both species have gotten over it, they can look back on it all and laugh. Or at least, I can."

–Jaro M'vatti, in the controversial *LoMova Ka-Tra FedaRaS'n* ("The Federation: From Outside")

Andoria has not been a balkanized world since the time of Lor'Vela. The Kethni Council has been an effective ruling body, maintaining both planetary unity and the individuality of Andoria's cultures. As such, Andoria is ruled by a single government while still being the home to dozens of "nations," of a kind. What were sovereign countries, kingdoms, and empires prior to the Time of Lament are known as Acknowledged Cultural Districts today. There are twelve such districts remaining on Andoria (each subdivided into dozens of subdistricts). Each has something different to offer the historian, student, or offworld visitor.

AGRANA

Agrana, the "mysterious empire" of the elder ages of Andoria, sits as the northern "opposite" to Onshoma. It lies between the northernmost reaches of the Enessi range, with Irinari to the east and Kul'Sun to the south. A unique, sparsely populated, and somewhat insular culture (at least as Andorian cultures go), Agrana is known for its hauntingly beautiful temples and monasteries, and for placid, cool lakes that provide the core of all Agranus cities. The traditional holy music of Agrana, played on the harplike *Ineevek*, is among the art forms for which Andoria is renowned throughout the Federation.

Agrana Marketplace

The city of Ghutha is home to the "Agrana Marketplace," a series of huge stone lodges warmed by interior bonfires and open to craftsmen, artists, and performers from the entire Agrana district. This showcase of the culture is well regarded by the handful of offworlders who visit it each year, but the remote location of Ghutha (over an hour by tube from Norvesha Downport or the Kul'Sunus starports, with transporter arrival restricted by district ordinance to emergency situations) keeps the crowds distinctly local. The marketplace buildings are used as public shelters in times of especially severe weather.

Winter Temple

A site of pilgrimages of followers of Emasha Yul (worship of the Six Hundred Gods; see page 56) across the galaxy, the "Winter Temple" is among the most beautiful structures in Agrana.

The temple–a sprawling ancient complex covering a two square kilometer island in the middle of the small city of Ghutha–is a carefully reconstructed place of worship built on the foundations of the original, destroyed by Kul'Sunus soldiers sometime in the later years of the Time of Lament. The underground portions of the temple are original, as are many of the tiled mosaic floors at the ground level and the central "snow fountain"–an ingenious ancient device which sprays water hundreds of meters into the air in a sparkling spiral. During certain times of year (more frequent in the wake of Andoria's climatic shifts), the water returns to the ground in the form of fluffy ice crystals, an artificial snowfall dusting the rooftops of the temple.

The Winter Temple is an active center of worship and contemplation, and as a result tourism is limited by law. The Temple grounds are open to the public only a few days of the year. Temple Avatars vehemently deny rumors that an Am Tal cell uses the grounds as "safe houses" to squirrel away offworld visitors.

CLORISEV

The home of the stunningly beautiful "Blue Taiga" region of Andoria, Clorisev is famous for the fascinating wildlife and sport-skiing that can be found in the southern slopes and foothills of the Tavda/Endas mountain ranges, and for the twisting, ancient streets of its tiny cities. Scientists and tourists alike flock to the taiga every day to get a close look at the most dangerous force on Andoria: the constantly encroaching glacial sheet, crawling inexorably across the continent from the southern icecap, devouring the sparse forests and frozen marshlands of the taiga meter by meter.

Blue Taiga

The "blue taiga" is really composed of several taiga, four distinct zones of open swampland, conifer forestation, and minor waterways. The country, mostly flat and barren toward the south, gives way to irregular rises and eventually hills and glacier-carved valleys to the north. Icy winds howl out of those valleys, hurtling hundreds of kilometers across the deep azure expanse of forest and wetland. Geological evidence in this region indicates that the weight of the prehistoric ice sheets once compressed large parts of the continent by several hundred meters into vast concave bowls. Today, the ice tries to reclaim that very same territory, with the lower edges of the polar ice dome gaining ground every year.

Neshilev Settlement Project

An experimental habitat built directly within the ice of the polar dome, the Neshilev Project has been plagued by difficulties. Originally constructed in 2255 by a group of scientists wishing to demonstrate that, if need be, the homeworld could survive in the event of the failure of the weather-control systems, the 400-man settlement proved troublesome from the start, soaking up triple the resources and taking twice the time to build as had been anticipated.

In 2258, two of the lead scientists were charged as criminals for attempting to pass fraudulent reports of the success of the natural-



foods production facility. In 2266, following a funding cut to the project and the death of his son in the line of duty in Starfleet, lead researcher Dr. Veshas Kor went mad, claiming to have been contacted by minds living within the deep ice of the polar cap. When his colleagues attempted to restrain him, he revealed a phaser hidden in his coat and went on a rampage, killing four with the phaser and two with his *hrisal*. The government closed down the settlement project in the wake of the tragedy and investigated the incident. Veshas had killed himself when cornered, and no evidence of the "minds" he raved about was ever found.

Tratlen Ridge

A long range of steep cliffsides on the southwestern edge of the unfrozen taiga, Tratlen Ridge features the single longest "curtain" glacier in the Federation, a thick, frozen "waterfall" nearly 109 kilometers from end to end. The ridge, a drop of nearly two hundred meters, follows a continental fault line and forms a natural barrier to glacial growth on one portion of the continent.

DESHNA

The tiny district of Deshna sits at a crossroads, with Jonava to the west and Kul'Tan and Sheras to the east. In legended ages past, Deshna was a lawless country of profiteers and brigands, where criminals from the civilizations around it would gather for the company of their own kind and prey on the caravans that tried to pass through the region. Credited for stunting the cultural growth of Voral by centuries, the Deshnans wear their roguish heritage with a hint of pride and their tongues quietly in cheek. A well developed industrial region, Deshna includes many small towns and an entertainingly random collection of historical landmarks, archaeological sites, sports arenas, and forested wilderness.

Deshna District Coliseum

The largest sporting arena on Andoria, the Deshna District Coliseum can seat more than 89,000 humanoid spectators in climate-controlled comfort. Covered by a deflector bubble that can be turned opaque, or left invisible to allow a clear view of the sky and natural lighting, the Coliseum is where most events (sporting or otherwise) of global interest take place. Events range across a diverse spectrum of gala inaugurations for clan leaders, parades in honor of visiting alien dignitaries, archery tournaments, public readings or orations, dramatic productions, and concerts.

But the event which fills the stadium to the rafters every time is a hard-fought game of *kochek*. (See Sports and Games, pg. 58.) Passionate team rivalries led to much ill feeling between the reigning *kochek* champions, *Keth* Claness and Ghorev (see pgs. 62-63). Both clans have accused their rivals of collusion with the Orion Syndicate and the Vola Vrinia (see pg. 41). In 2267, the *Kethni* Council officially announced that the Coliseum's reputation had grown so negative that it would no longer be used for state functions or celebrations of any kind, a terrible blow to *Keth* Iniva's honor and to the future of the arena. In 2268, however, while preparing an important Federation "Andorian Summit," Terran Ambassador Barbara Adams, a lifelong fan of Andorian *kochek*, personally requested that her delegation's reception ceremony be held at the Coliseum if possible. The Council, not wishing to disappoint the Terrans, obliged, and now the status of the Coliseum stands in question.

Emarni (Lake)

The largest of the "hot" inland seas of Voral, the body of water known as Emarni (adding "Lake" to the end is a habit of Terran tourists) nestles among small and pleasant towns on both the Jonavus and Deshnan shores. Like the volcanically heated inland seas of western Ka'Thela, Emarni has been a center of civilization since the earliest days of Andorian prehistory. Unlike the Ka'Thelan waters, however, Emarni has several fascinating underwater sites which fascinate and puzzle archaeologists and anthropologists alike.

Due to the unique nature of ghelnoid life (see page 31), many have theorized that the Andorians and their biological cousins are not an evolved species at all, but rather the result of tampering or engineering by some ancient alien civilization. So far, the ruins beneath the waters of Emarni are the only evidence that might support this theory, making it something of an embarrassment to the Andorians, who reject the notion as insulting.

The "ruins" are hardly ruins at all. While thick metallic deposits from the rich, warm waters that surround them coat the ruins' exteriors, inside the structures are bone dry and apparently much as they were 600,000 years ago, when the metallic deposits suggest that they were abandoned (at least two hundred millennia before the evidence suggests that Andorians had achieved any measure of sentience).

The structures—three spherical constructs, a little more than half-submerged in the sea floor—are simple buildings, each about the size of a large house, connected by tubes barely large enough for a humanoid to crawl in. They lack any evidence that they were ever powered in any way—no lighting fixtures, no conduits to carry power. Rather, they are simple sets of rooms with sparse furniture carved (or extruded) directly from the same material the walls and floors are made of. The walls are also carved with symbols that may be an unknown ancient language, but may just as easily be abstract artwork of some kind. There aren't enough of the symbols for translating computers even to begin to guess at their meaning.

The ruins, discovered only recently (in 2260), are almost impossible to detect with standard sensor scans due to the shielding effect of the thick metallic deposits covering them. Scientists examining the ruins did so by beaming in, to maintain the integrity of the dry interior and to study the air—which presumably closely resembles the Andorian atmosphere thousands of years in the past.

The Andorians are eager to dismiss the small structures as evidence that Andoria was simply visited by aliens at one point, and that this in no way indicates that the Andorians themselves were genetically engineered. The issue remains fraught; some scholars point to certain carved designs as obvious renditions of Andorian DNA structures, while others dismiss the resemblance as coincidence stemming from alien aesthetics. The question of Andoria's ancient origins remains an unsolved mystery.

DHARA

In many ways, Dhara has the same claim to being the "cradle of civilization" on Andoria as Thara does, but Dhara's many ancient sites and rich history take a back seat to its role as the homeland of Lor'Vela, the lawbringer. Dhara's principal city (the largest seaside settlement on the western shores of the La'Vor) is named for her, and the entire district hums with a kind of regional obsession with her time that borders, at times, on the crassly commercial. Any of the shops in the Dharan towns can sell the curious tourist a Lor'Vela statuette, for example, or an authentic reproduction of her personal *hrisal*, carefully duplicated right down to the notches atop the blade. However, serious students fascinated by the Time of Lament cannot afford to miss the many resources available in the cities of the Dharan uplands, where the lawbringer grew up. There, among the hills and lakes, more work has been done to reconstruct the past carefully than on any other part of Andoria.

Lor'Vela City

While the Dharan coastland of La'Vor boasts many towns, Lor'Vela is the most developed and modern. It sits at one end of the fastest gravitic transport-tube in the sector, connecting it with the Tharan city of Tarsk and several smaller settlements along the route. Most visitors to the city come in via the tube or one of the slower overland rail systems—Lor'Vela has a port facility for air traffic, but no starport, and most of the Andorian natives prefer the crowded tubes to smaller, less efficient skycraft.

Until very recently, a large statue of the lawbringer stood in the shallow ocean waters near the city, one arm raised to shield her eyes as she stared outward into the sea, a glistening, wading colossus (the pose in the water is a reference to a popular story about Lor'Vela's fascination with the sea, which for centuries was viewed as a kind of unhealthy perversion). In 2262, however, a terrible storm that destroyed dozens of small buildings along the coast also seriously damaged the statue, and it was removed for repairs. Once refurbished, the administrators of the city agreed to let it travel the Federation on a tour of display, and it is currently moving through the Vega system. It is expected to return to Andoria to be permanently restored late in 2270.

IRINARI

Like its cousin, Agrana, which sits to the west of it, Irinari takes a measure of pride in its air of mystery. Irinari is a sparsely populated region north of the forbidding Bevassa mountain range, where the roughness of the country and the distance between civilized settlements even now, centuries after Andoria's steps into space, give it a sense of ancient wilderness, of sometimes-terrifying and sometimes-beautiful isolation. Uvaren, a Kul'Tanus poet of the 21st century, wrote that Irinari "… is where wisdom is hiding. All that is true in the universe is locked there, where it can enjoy itself, alone, without me to disturb it or know it. The beauty of it mocks my ignorance and seduces my hungry soul." Centuries of progress have done little to change this impression, although the Irinarus cities are as modern as any in the Federation. This region features several unique large predators found nowhere else on Andoria, and is home to a varied cuisine distinguished by the "seventeen flavors of smoke" provided in the roasting pits fired by Irinarus hardwoods.

Norvesha Downport

Irinari and Agrana both forbid both air traffic and transporter traffic within their borders except in instances of emergency, due to the tenets of Amasha Yul, and in order to maintain artificially the atmosphere of contemplative wilderness that both districts prefer for themselves. Norvesha Downport, in the small city of Inik Yoru, is a location set aside as a legal



exception to the transporter-traffic laws. Visitors to Irinari or Agrana who wish to beam in may beam directly to the receiving platforms at Norvesha Downport, and from there proceed by tube or other ground transport to their destinations.

Uskit

This tiny settlement, nestled in a deep forested valley watered fed by two converging rivers, is a city known for its delicious smell. It is here that the native Irinarus roasting pits are most densely concentrated, in a prosperous dining district supported by the wealth of three local *kethni* who make their administrative homes here. Visitors have traveled from the far reaches of the Beta Quadrant just to sample the meats for sale here. In Uskit, it is traditional to order food by the whole roasted animal, not in the form of cuts or portions.

JONAVA

For centuries, Jonava was, physically, the closest place in Voral to Kul'Sun—and the furthest thing from it culturally. The Lor'Tan Strait, the strip of ocean between the two continents, filled as it was (and is) with dangerous currents, volcanic islands, and hundreds of massive icebergs, was a sufficient barrier to make Jonava and Kul'Sun wait for the land travels of Krotus before they would shake hands and come to know one another. Since the advent of air travel, however, traffic across the strait is commonplace, and the great city of Dira owes a lot of its prosperity to its proximity to Lor'Tan. However, Jonava is still proud of its ancient heritage as a land of nomads and warriors who for centuries lived an almost tribal existence, in contrast to the starched and gilded kingdoms across the mountains to the east. Jonava knew few warlords powerful enough to unite the Jonavus clans under one banner, and the evidence of those few empires (even that of mighty Ankord) have mostly become dust in the passage of time. Jonava was a land of adventurers and wanderers, kept alive by strict codes of morality and hospitality. Those same values can be felt in modern Jonava, as well, from the Dira starport to the outlying villages, despite its modern role as an industrial district.

La'Len's Trail

La'Len, a Kul'Tanus explorer of the 15th century (named for the ocean, not the other way around), settled in Jonava in her later years. A 200-kilometer stretch of marked hiking trails named for her winds near the rocky northern Jonavus coast and dips briefly into the icy woodlands. The trails mark La'Len's own travels in the region, and are a treacherous journey through some of the roughest and most desolate country regularly touched by Andorians. Offworld athletes often hike the trails as a personal challenge, made even more difficult by the slightly oxygen-weak Andorian atmosphere.

KUL'SUN

While Onshoma was the first land conquered by Krotus, Kul'Sun was the seat of his empire, where he built his throne and where he retired to rule once he had conquered his world. His seat was in the city of Lor'Tan, which was then, and is now, the largest and busiest city on Andoria, and is home to its primary starport. Kul'Sun is unlike Dhara and Onshoma, which have latched onto their roles in history as defining cultural traits. Rather, Kul'Sun's own long-standing position as the wealthiest and most influential nation on Ka'Thela gives the Kul'Sunus Andorians a strong sense of cultural identity. *Of course Krotus chose to rule from here*, they cheerfully remark. *Where else but here? It is the finest land on Andoria!* The Kul'Sunus' pride in their district is well deserved. Many of the things that the Federation knows as "Andorian" originated here—the evolved form of the Andorian wedding tradition, the Graalen language, the famous music and theater, and most of the unique Andorian bladed weapons. Even Lor'Tan, the very seat of Krotus' rule, is Lor'Tan *first*, and the place where Krotus had his throne *second*. Just about anything Andoria has to offer can be found in Kul'Sun, more than half of it within twenty kilometers of the Lor'Tan Prime Starport.

Andorian Military Institute

The Andorians are a species of warriors, albeit a gently passionate and even poetic one. With their soft voices and unassuming, observant manner, it is sometimes easy to forget this, until offense inspires one to draw his ever-present dagger, and his quick move to wound or kill dispels any doubts about his passion and skill. While not all Andorians are professional members of a military organization, a good many are, and more than 70% of all citizens of Andoria have received at least a "crash course" of formal military training. The most serious students of the art of war—Andorian or not—typically seek instruction at Chekthora, the Andorian Military Institute (see page 68 for its history and program of study).

The institute is the creation and sole occupation of a single clan, *Keth* Asiva, a small *keth* dedicated to every aspect of the military arts and sci-

ences, from doctrinal philosophy to advanced weapon research to, of course, tactics. Asiva Andorians hold a special place in the hearts and minds of the citizens of their homeworld—a world very careful to avoid war whenever possible, but with centuries of tradition of deep respect for an accomplished soldier or brilliant tactician given their violent, aggressive past. Chekthora is a refuge for many of both, where war and everything relating to it can be studied, examined, and simulated.

The Institute itself is the size of a small city, a thriving, focused community with campuses specializing in every conceivable aspect of military training, from gymnasiums and fields where athletic and hand-to-hand skills are developed, to classrooms where tactics, history, engineering, and medical sciences are studied, to laboratories where weapons are designed and built and specialized field equipment is tested.

Despite the unabashedly martial nature of Chekthora, it could be easily mistaken for a quiet civilian town at first blush. Andorians in general, and *Keth* Asiva in particular, have no interest in encouraging a passion for war, rather (as the institute slogan is translated) "a passion for perfection, so that war is never necessary." Every course, every lab, even the tours given to visitors, stress the most fundamental issue: While the Andorians consider combat readiness and constant vigilance to be necessary and noble, they consider those who enthusiastically seek combat to be dangerous and ill, and will not teach them willingly. The modern Andorian military ideal is a soldier who is willing to fight, surpassingly expert with his weapons and equipment, deadly in hand-to-hand combat, and quietly pacifistic unless circumstances demand lethal action.

It is an ideal maintained remarkably well, considering Andoria's history (or, if you prefer, maintained well *because* of Andoria's history), but there have been some embarrassing exceptions. Many of the leaders of Andorian separatist and terrorist movements are graduates of Chekthora.

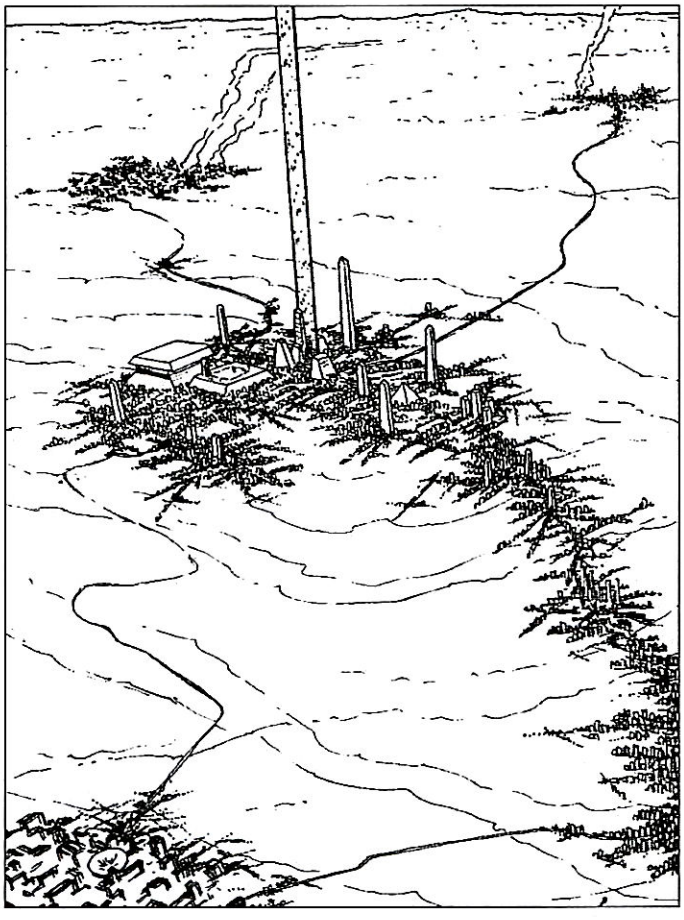
Lor'Tan

Easily the most visited city on Andoria (and the largest), Lor'Tan boasts a population of nearly 5.6 million—small by the standards of many worlds, but an extraordinary metropolis on sparsely populated Andoria. Featuring (arguably) the finest theaters, most stately architecture, and most impressive ancient palaces on the entire planet, Lor'Tan is typically the "one stop" spot for visitors to Andoria who don't have time to take in the rest of the world.

The sights and attractions of Lor'Tan number in the hundreds, from operatic theaters over 700 years old to a famed medical university, to some of the most lavish and colorful restaurants and cafés in the sector. Recently opened is the Atlin Zoological Park, the only facility of its kind. The AZP, like most "xenozoos," is an extensive indoor zoo displaying over five hundred different species gathered from across the galaxy, in recreations of their natural habitats. What distinguishes the Atlin Zoo is its unique theme. Every animal displayed at the Atlin (*atlin* is literally "glowing animal") exhibits some form of bioluminescence—from the Andorians' own native *engoru* (see pg. 34) and glowing tree snake to Terran fireflies, to such creatures as the rare Prixian water spider (which does not itself glow, but which spins hypnotically glowing webs that shimmer in all colors of the spectrum). Each of the nine sections of the zoo can be explored freely, and each offers a guided one-hour tour.

Kul'Tan

Kul'Tan, originally Borva Unda, was renamed by Krotus when he conquered and unified it *circa* 1264. It is, like Thara, a region once fragmented into a dozen or more "kingdoms" or nations, with borders shifting with each passing generation. Unlike Thara, however, Kul'Tan was at least partly unified long before Krotus arrived, thanks to the legacy of Borva, a Sherasus knight of legend, who led (possibly) hundreds of thousands of Andorians to this region during the *Kieloth* to found a new empire. Borva's empire eroded slowly after his death, but his period of rule unified Kul'Tanus culture and made it the permanent home of a religion venerat-



ing Borva's memory and his role in the afterlife (see Borvaeism, pg. 55). The western gateway between Ka'Thela and Voral, contemporary Kul'Tan is a highly developed urban network of cities, rail transport, and even star traffic, boasting two small but well appointed starports. A long-time cultural rival of Sheras to the south, Kul'Tan features some of the most open geography on Andoria, lacking the deep glacial ravines and large expanses of hilly forest that mark most of the planet. The occasional high winds here can be deadly to an unprotected wanderer.

Borva Castle

Standing on the northern shore of Kul'Tan, just a few kilometers from the Jonavus border, is Borva castle—a mighty fortress atop a rocky hill, a natural defensive position bolstered by thick curtain walls and a deep ravine. Named for the founder of the only empire to touch Kul'Tan before the arrival of Krotus, Borva castle was built after the death of Borva himself, based on his own plans for an eventual northern stronghold from which he could direct his new empire. Constructed by one of his surviving lieutenants to honor his dead leader and carry out his dream, it is the final resting place of Borva's own remains, in a crypt beneath the castle proper.

The castle underwent heavy modifications during the 16th century, when it was used to headquarter armies marching against Jonava, and as a refueling post for Kul'Tanus armored fighting vehicles. Borvaeism's spiritual regard for the past has led many Borvaeist archaeologists to dig on the site, and many other Borvaeist mystics to oppose such research.

Davis Starport

The third-largest star facility on Andoria, Davis Starport (and its orbital and lunar sister facilities) was constructed in conjunction with Starfleet, and is the major Starfleet facility in the Andoria system. It has no designation as a starbase but serves many of the functions of one, including orbital supply facilities and (in conjunction with Andoria's lunar shipyard) repair facilities capable of major repairs on a *Constitution*-class starship, if need be. Davis Starport was constructed in an industrial zone, far from any large cities, but in recent years three large towns have grown up in its vicinity, supported by the increased flow of traffic to the area.

ONSHOMA

Occupying the southern and central portion of Ka'Thela, from the Kul'Sunus border on the north to the La'Vor Sea and westward to the Enessi mountain range, Onshoma straddles the line between the arctic and subarctic ranges and is characterized by wildly buckling hills, scattered mountains, and deep ravines carved long ago by forgotten glaciers. Onshoma was the first land ruled by Krotus, in the 13th century, and the small, cozy cities of Onshoma each boast a fair number of Krotus-era shrines and historical sites. Onshoma is the source of what many offworlders consider typical "Andorian cuisine"—the salty Onshoman stewed meats.

Ubresh River

While Andoria is famous throughout the Federation for the incredible opportunities it offers to those fond of mountain climbing or downhill skiing, the Andorians themselves believe that the most challenging sporting opportunity on the planet (at least among those that don't involve hunting or dueling) is rafting the icy Ubresh River, which features one of the longest stretches of open rapids within 200 light-years. The Onshoman governors sponsor three races on the river every year, attracting sportsmen from all parts of the Federation to navigate the twisty, icy waterways in a three-day trial of athletic skill, outdoor survival, and rafting savvy, culminating with the grueling final day of nonstop rapids in a stretch of water that provides nearly *three hours* of continuous whitewater. As much an endurance event as a boating event, the race eliminates most contestants with exhaustion, freezing, and blackouts. Medical teams watch to prevent drowning, however, and the races have taken no casualties at all in the past ten years.

SHERAS

In the *Kieloth*, the Andorian "Middle Ages," there were wise priestesses and sorcerer kings, and knights astride strong mounts, breath steaming in the frosty silver twilight. There were minstrels and rogues, beasts slain and walls toppled, goblets poisoned and epics written. Most of it happened here, in Sheras.

Still a land of rolling, forested hills, sparkling streams, and majestic seaside cliffs dotted with ancient stone castles, Sheras maintains a lot of its "medieval" charm without making any real effort. Most of the cities of Sheras are small, with narrow, winding streets and older buildings that huddle together against the cold. Some of the structures date back to the latter industrial ages, but the street plans often go all the way back to the *Kieloth*. The ancestral lands of *Keth* Kor, most Andorians think of Sheras as a sober place of serious endeavor. For offworlders, the deep, snowy forests and charming sense of romantic history fascinate endless-

ly. New Sheras City, the region's largest urban center, is a cultural nexus unrivaled in the sector.

New Sheras

New Sheras is, ironically, one of the oldest cities of Voral, with the foundations of some of its streets dating back to the 8th century. However, beyond the quaint, winding alleyways of its ancient core, a sprawling city of two million has grown, and the resulting mosaic of layout, architecture, and even attitude makes for one of the most colorful of all Andorian cities. Sitting in the center of "Kor Country," New Sheras isn't technically owned by *Keth* Kor, but the many dozens of other clans common to the area will readily agree that it might as well be. Here, Andoria's most politically aggressive and materially wealthy clan is on its home turf, and it shows, from the clan colors permeating the city's décor to the Kor emblem on nearly every important building downtown.

THARA

In many ways the "cradle of Andorian civilization" (at least as far as the dominant Thalassan race is concerned), Thara is also where the Time of Lament first ignited, spreading out to scorch the planet. It is also where it *ended*, when Lor'Vela held her historic summit in 1692. Rich in both history and commerce, Thara is the "eastern gateway" between Ka'Thela and Voral and boasts many fine cities, most notably Tarsk, the second largest city on Andoria, and Lu'Van, the most heavily populated arctic city on the planet. Historically, Thara was the most fragmented of all the currently recognized districts, at some points in history containing upward of forty "sovereign nations"—many of which were likely kingdoms only a few kilometers on a side. Many ancient fortifications and battlefields remain preserved as points of interest for travelers.

L'Uvan

"Frozen L'Uvan," it's called, "the icy jewel of the far north." A coastal city on a rocky inlet frozen solid 85% of the year, L'Uvan sits at the slope of a range of high hills, a ridge that runs between the northwest coast of Thara and Mar'it the Northern, one of the great volcanic lakes. The hills, rich in the dark Andorian iron ores used as the basis for the fiercely prized Tharan blade-steel, attracted settlers to this impossibly cold region centuries ago. Now L'Uvan revels in the deadly climate, with the frozen streets traversed by citizens on skates, and ice sloops sailing down the coast on the frozen crust that locks it tight from water travel most of the year.

A quietly busy city far from the interplanetary traffic that affects most of Andoria, L'Uvan is popular with Andorians who want to step away from the noise and excitement of life for a while and enjoy their own culture in a town that only a handful of tourists seem to feel is worth visiting. In many ways, L'Uvan is idyllic, its streets pleasantly functional and friendly. In the icy air hangs the scent of the *oladra*, a small green flower that thrives even in subzero temperatures, sending roots through as much as three feet of ice to find the mineral-rich soil with which the region is blessed. A pleasant town of steamy breath and welcome, warm smiles, L'Uvan is an excellent place to enjoy Andoria as the Andorians do.

Tarsk

Steeped in history both shameful and glorious, Tarsk seems always to have been a center of attention. Prior to the Time of Lament, it sat regally overseeing the most lucrative trade corridor on the planet—a position that made it perfect for the opening shots of the wars that nearly destroyed the world. At the Lament's end, Lor'Vela brought the law here, where the *Kethni* Council still meets today. Andoria's capital and most powerful city, Tarsk is second only to Lor'Tan in cultural richness, sheer size, and starport traffic.

The most famous site in Tarsk is without question the massive hall of the *Kethni Vrinia*, also known as the *Kethni* Council or the Council of 300. The Council chambers, a massive meeting hall filled with statues, paintings, and tapestries of historically significant Andorians, can also be evacuated to serve as the Council's own arena for the *ushaan*, as the most powerful *atlollani* defend their honor or advance their causes through skill at arms. One hall that surrounds the chambers is lined with glass cases displaying famous linens from duels going back to the original formation of the Council, six hundred years ago.

Blue Taiga, Hot Blood: Andorian Ecology

"My people are a violent race."
–Ambassador Sheras Endilev, 2267

BLUE BLOODS: THE GHELNOIDS

Andorian life is something of a puzzle to non-Andorian scientists. A good deal of Andorian animal and plant species are what xenobiologists refer to as "standard analogs"–Andorian equivalents of the kinds of animals found on most Class M worlds–creatures that humans would compare readily to cats, or squirrels, or insects, or ferns. Like most worlds,



Andoria also features life that is outside the "standard analog" classifications–exotic creatures and plant life truly unique to Andoria. Where Andoria differs, though, is in the variety of lifeforms that straddle the borderline, combining the familiar and unfamiliar in startling ways. The Andorians themselves are the most striking example.

Andorians are not mammals, although they share many characteristics with mammalian species: similar organ layout; similar modes of acquiring

food, water, and oxygen; almost identical reproduction and live birth; comparable nutritional requirements; even analogous common diseases. The similarities are unremarkable until contrasted with the differences–the rare, cobalt-rich blood types; the largely cartilaginous skeleton; the "antennae"; the unusual redundant forms of circulation; the internal "compartments" of chitinlike dividing walls. Andorians share these traits with many other animals that are, like the Andorians themselves, otherwise convincing "analogs" at first glance. The Vulcan Science Academy has classified the "blue Andorian life" as its own phylum, the "ghelnoids" (after *Ghelni*, the Andorian name for their own species), but this is considered a temporary "patch" until research can improve the classifications, since there are ghelnoids that are otherwise very mammalian–but also ghelnoids that are otherwise obviously reptiles, amphibians, birds, and others! One possible "missing link" may come from primitive Andorian protozoa, which possess the intriguing trait of symbiogenesis; melding two disparate species–even disparate genes–under highly energetic conditions. Could Andorian amoebas have been the common ancestor from which ghelnoid and "Standard Analogue" life sprang? Is ghelnoid life artificial in some way, the result of ancient bioengineering? No one can yet say. The Andorians themselves spend little time trying to unravel this "mystery" since they don't find it mysterious at all. A brief rundown of the differences:

Antennae

The most obvious ghelnoid feature is the "antennae," the Andorians' primary hearing organs, supplementing their humanoid, but slightly weak, ears. With both ears and the antennae healthy, an Andorian can hear a good deal better than a human and can pinpoint sources of sounds with startling accuracy if the source is in front of him (some Andorian warriors are frighteningly effective at handfighting in total darkness for this reason), and with somewhat less accuracy than a human if the source is behind or to the side. The antennae can also detect minute differences in temperature and atmospheric pressure. This gives Andorians a good "feel" for changes in the weather, and the ability to "sound out" the approximate dimensions of a room with their eyes closed. Andorian antennae are made primarily of thick cartilage extended directly from the skull, protecting the nerves inside. A severed antenna is extremely painful and dizzying; some Andorians with lost antennae require weeks of therapy before they can safely balance themselves again. Despite some popular misconceptions propagated in non-Andorian novels, holodramas, and satirical political art, the antennae are not expressive organs. As with their ears, only a few Andorians can consciously twitch or wiggle them, and then only slightly. Also despite some popular myths (including some perpetuated in poorly researched but widely circulated educational texts), Andorian antennae (and Andorians themselves) are not believed to have any real biological kinship with insectoid life. As a general rule, Andorians consider larger antennae to be more fashionable than smaller ones.

Blood and Circulation

Cobalt-based blood (which provides the rich blues of the Andorian complexion) is rare but not unique to ghelnoid life (many nonghelnoid species, including about half of all native Andorian animals, are cobalt blue). What *are* unique, at least in the experience of Starfleet as of 2269, are the redundant forms of circulation that all ghelnoids have in common. Andorians and ghelnoid animals have both an ordinary (if somewhat simplified) circulatory system of veins and arteries, carrying oxygen and blood to all parts of their bodies, carrying wastes away, providing antibodies, and so on, and an entirely additional form of circulation via lymph-based osmotic transfer. Through this secondary method of circulation, nearly everything that is carried in the blood can also "seep" through the body of an Andorian via chemically regulated osmosis. This has several advantages, particularly in combating fatigue and damage from cold–Andorians do not tire or get frostbite easily. It also has a few drawbacks (there are poisons that work on Andorians that affect no other species, and some of them work very fast, taking advantage of the lymph-osmosis "network" to speed through the body). The redundancy of the Andorian circulatory system echoes the redundancy of the Andorian sense of hearing, although there is no clear connection between the two features.

Skeletons and Compartments

Ghelnoid skeletons are a blend of bone and cartilage strongly favoring the latter and including large amounts of a secondary "blend" of the two, an almost chitinlike substance, bone-hard but cartilage-flexible. This makes it much harder for an Andorian to be crippled by application of blunt force (it takes a hit twice as hard as that needed to break a comparable human limb). However, it also means that an Andorian who does manage to (for example) break an arm will almost never have a "clean" break–skeletal damage is much more potentially harmful, painful, and slower to heal in Andorians than humans. Even more unusual than the composition of the Andorian skeleton is the complementary "compartments" inside an Andorian's body–plates and "bowls" of cartilage segregating some internal areas from others, reducing the damage caused by internal bleeding, and generally toughening an Andorian against a wide variety of physical threats.

FLORA AND FAUNA

The delicate balance of Andoria's ecology is very dependent on the world's climate, currently maintained with the help of a large network of solar heat-diverting satellites. With these orbital focusing arrays, the Andorians have prevented wholesale ecological disaster, but the battle is both constant and uphill. Prior to the "new ice age," the Andorian climate was warmer by about 6° C, and this has already had a visible impact on many species. The encroaching glaciers and dropping temperatures already endanger several Andorian animals and plants. If not for massive conservation efforts assisted by the Federation and independent scientific foundations, many species would already have been lost. If not for the satellites, Andoria would already be 10° C cooler than it is, and all life on the planet would face extinction in the short term.

Currently, Andorian daytime temperatures average some 23° C colder than Terra at comparable latitudes. Despite the ice and snow, however, its high internal radiation (and related geothermal heat) and plentiful water provide a platform for a reasonably complex set of ecosystems. Andorian lifeforms tend to be durable, long-lived, and slow to evolve when compared to similar life on worlds with more warmth and less eccentric seasonal patterns.

Oceans

The oceans of Andoria are huge, deep, and mineral-rich, with temperatures ranging from the deeply subfreezing to the literally boiling, with many "hot spots" created by undersea volcanoes and kilometers-long "hot rifts."The superheated areas are mostly far from shore, but they slowly heat masses of warm air which cycle inland from time to time. These warm, wet winds drive the pattern of short "Andorian summers," creating an illusion of seasonal variation on a planet with a millennium-long natural year.

Many gigantic ice shelves empty into the oceans, creating a constant supply of massive icebergs that kept the Andorians terrified of the concept of sea travel for centuries. Even today, many Andorians regard the ocean as something to be aware of but not thought about—centuries of tradition have made it one of the most terrifying specters in the Andorian imagination, and many myth traditions speak of monsters from the deep that can devour entire ships. To an extent, those stories are true.

Flora and Fauna of the Oceans

Ejul Hlesalisath

The *ejul hlesalisath* is the largest lifeform on Andoria, a gigantic ocean-dwelling mammal about half the size of a Terran blue whale. Following just behind the superheated volcanic currents, the *hlesalisath* is both a filter (taking food from the billions of microorganisms that enter its body as it moves) and a scavenger, eating smaller animals whole by catching them in its gigantic maw. It has no teeth, but it uses a large, flat bony plate to crush captured animals to a paste, which it then sucks down its gullet at its leisure. The *hlesalisath* is fairly intelligent, aggressive if its children are threatened, and a generally unstoppable force of nature.

The name of the beast means, literally, "gigantic fire-fish," a name given to it by Sherasus fishermen of the later *Kieloth*, who would strip fresh carcasses of the animal washed up on shore and press the blubber for oil. The fishermen, used to the sputtering smoke and stench of ordinary fish oil, prized the clear, white-burning fire of *hlesalisathus* oil, and believed that the great beasts were aspects of a god or monster who joined fire and water together to make unbelievable strength.

In the 14th and 15th centuries, brave sailors who dared to attempt to tame the Andorian seas hunted the beasts as the first Andorian "whalers." Around 1430, it is believed that a Dharan queen owned a sea barge that was actually drawn by a captured *ejul hlesalisath*—recently discovered tapestries tell the story of an iceberg cutting the beast free and destroying both the barge and the queen, to the joy of her subjects. Modern scholars question the literal truth of the implied tale and point out that, if it did happen, the *hlesalisath*, too, was likely killed.

Vieesha

Long, flat, purple seaweed thriving in shallow waters occasionally warmed by postvolcanic currents, *vieesha* is the source of several useful medicines (including one of the most potent painkillers known to Federation science) and also of *ekakor*, a powerful and potentially deadly narcotic used in early Andorian medicine but now reserved only for field emergencies involving massive shock trauma. The common nature of the plant, combined with its many positive uses, makes control of it nearly impossible, and medicinal *ekakor* can be found in the holds of backwater or shady merchants from Rigel to the Neutral Zone.

Ekakor causes respiratory depression, intense euphoric stupor, and enhanced capillary activity in many humanoids, and can be poisonous to

Vulcans. (Some species of *vieesha* are toxic to Vulcans even in their natural state, making beachcombing hazardous for Vulcan visitors.) However, Andorian laws expressly prohibit the deliberate destruction of any species—plant or otherwise—and no synthetic drug can match the painkilling properties of the legitimately processed *vieesha*.

Temperate Hills and Woodlands

Approximately 85% of the animal life on Andoria lives within 15 degrees of the planet's equator, in the Andorian "tropics." Non-Andorians (and Andorians speaking Federation Standard) generously call the tropics the "Temperate Zone," which is accurate only in a very relative sense. During periods of warm-air influx from the volcanically heated air masses over parts of the oceans, the warmest days on the sunny hillsides can climb to a balmy 27° C (very comfortable to humans), but the average temperature outside during the "Andorian summers" remains a chilly 7° or 8°. Huge expanses of forested hillsides, occasional grassy valleys, small areas of steppeland, and frequent, half-frozen wetlands mark these regions. Precipitation here is common, but it snows as frequently as it rains.

The meandering coastlines in this region, particularly on the northern side of the equator (currently in the middle of its extended 450-year "warmed" period), represent the only coastal areas on the planet where vast icebergs and kilometers-wide shelf-fragments do not pose everyday hazards to sea traffic. These regions have long been among the most populated areas of the planet, where the clans in ancient times fought fiercely for land and water warm enough to sustain their growing communities.

Modern technology makes life in these regions very comfortable now, even if many offworlders tend to need warm coats or other cold weather gear. Due to Andoria's low population density, large tracts of relatively unspoiled wilderness remain common throughout the area, interspersed with rural villages and towns along the extensive rail networks.

Flora and Fauna of the Temperate Hills and Woodlands

Ahleesh (Andorian Bull)

A ghelnoid species, the "Andorian bull" more closely resembles an Earth tapir. Its antennae, however, are composed of especially rigid and glossy cartilage, creating the illusion of horns. These superbly powerful hearing organs enable the *ahleesh* to detect predators from quite long distances, and often the ahleesh will startle and stampede for no apparent



reason. *Ahleeshi* move in large herds, staying together by echolocation and low, subvocalized rumblings as powerful quartets of dominant males and females keep "watch" on the four quarters. The meat of the *ahleesh* is salty, but tangy and delicious. Domesticated herds of *ahleeshi* have provided steaks and stews for Andorian tables for millennia.

Engoru and Canya

One of the most curious symbiotic relationships in nature can be found in the cold marshes near equatorial Ka'Thela, that of the bioluminescent *engoru* (a quarter-kilo caterpillarlike animal) and the giant *canya* bird, an airborne scavenger and predator. The *engoru*, prized as a decorative pet throughout the Federation for its eerie, deep-purple glow, glows specifically to attract the giant *canya*, which eats the *engoru* whole.

The *engoru* dies, but in the process infests the *canya's* eggs with its own, microscopic eggs, indigestible to the *canya* and so tiny that they enter the bloodstream like nutrients. Without *engoru* eggs, *canya* eggs cannot hatch—the *engoru* young thrive on a thick protective layer beneath the shell, clearing it away for the young *canya* to break out when it has

sufficiently matured. Without the *canya's* eggs to hatch in, the *engoru* could not be born at all.

Korelath (Andorian Blue Bear)

Found almost exclusively in the relatively flat, thickly wooded regions of Kul'Sun, the *korelath* is very similar to a large Terran brown bear, but with the distinctive Andorian cobalt-blue exterior. From the deep, rich blue of the *korelathus* fur to the brilliant, dark blue of its claws and teeth, the "Andorian blue bear" is unmistakably an Andorian native–but without antennae, redundant circulation, or other distinctive ghelnoid traits.

In earlier centuries, *korelathus* fur was a valuable Kul'Sunus commodity, and some of the ancient castles of Voral are still adorned with blue-bear rugs and wall hangings that once traveled in caravans through the snows to sell for a king's fortune. The fur is softer than that of a Terran bear's and naturally oily, making it an excellent material for the distinctive Kul'Sunus winter coats.

Korelathi don't hunt for food. Rather, they eat mostly bitter berries and soft evergreen fronds, supplemented with fish, *leithani* tree sap, and two species of burrowing rodents that they can find easily by digging near the proper tree roots. However, *korelathi* are notoriously bad-tempered, and many Andorians have been victims of *korelath* attacks (the wilderness training exercises at the Andorian Military Institute take place in "*korelath* country," and a student is maimed by one every few years; a few have even been killed). It is commonly believed (though not entirely true) that "playing dead" in the presence of a *korelath* will make it more likely to leave you alone.

Korelath Template

Type: Scavenger
Size: 2 meters long, 300–500 kg
Form: Furry, clawed quadruped, capable of taking a bipedal stance to fight, frighten, or reach food in low branches.
Attributes: Fitness 4 (Strength +5), Coordination 3 (Dexterity +1), Presence 6, Instinct 4 (Ferocity +2)
Base Movement: 7
Resistance: 8
Special Abilities/Unusual Skills: None
Weapons: Claws 3 (2+1d6); Bite 2 (5+1d6)

Taiga and Cold Forests

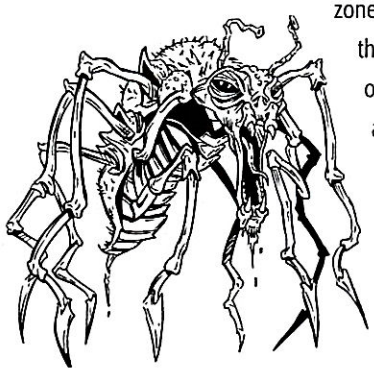
Beyond the "tropical" regions of the Temperate Zone lie the taiga and other cold-forest regions of Andoria, expanses of rolling flatlands covered by conifers and watered by cold rivers and icy coastlines. These ecozones include the famous Blue Taiga and the dry snow plains of Kul'Tan. The latter, while still moderately forested by the standards of many worlds, is one of the least-wooded regions of Andoria within the 30th parallels, and no Terran tree could survive there at all. Precipitation in these regions is uncommon, except during "summers"–it's usually too cold for snow–but occasional blizzards and rainstorms roll in from the volcanically warmed oceans.

These regions have always had a very sparse population, crammed into a handful of cities, and modern Andoria makes no exception to this. The Andorian tendency toward urbanization is strong to begin with, but in the Andorian "cold country" it is nearly absolute. Andorians here live either in large cities or in specialized settlements such as research outposts or military training centers. There is almost no "rural" life to speak of (even less than in ancient times, when the Andorians occasionally had no choice), and most of the land is a cold, breathtakingly beautiful, maddeningly quiet wilderness. The predators that stalk these lands are among the most desperately dangerous in the quadrant.

Flora and Fauna of the Taiga and Cold Forests

Glikar'ma (Andorian Forest Spider)

Named in an ancient Irinari tongue, the name of the "Andorian forest spider" means, approximately, "Any death is preferable." Scurrying through the ice-encrusted conifers of the forests along the northernmost forested zones of both Ka'Thela and Voral, there are actually several species of *glikar'ma*, but most of them are equally deadly. Normally, the *glikar'ma* feed on small mammals and other prey, but they are just stupid enough to think that an Andorian or human looks edible and are fiercely territorial, as well. Terrifyingly intelligent for an arachnid analog, the *glikar'ma* strikes without warning, and seems capable of sneak-attack tactics and tricks that make it appear almost sentient. In many ancient legends, the *glikar'ma* are nearly demonic figures, luring innocent Andorians to their deaths deep in the cold conifer woods.



The venom of the *glikar'ma* is instantly fatal to small animals, but can paralyze creatures nearly the size of a bear, and cause disorientation and weakness in even larger animals. Any humanoid wounded by the bite of a

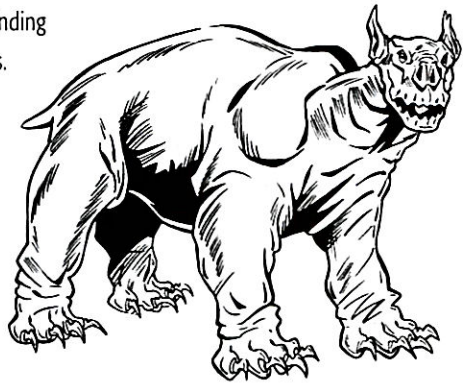
glikar'ma will be paralyzed but conscious for at least several *hours*, during which the *glikar'ma* will feed, slowly sucking blood, rending flesh, and consuming it.

Glikar'ma Template

Type: Pouncing Hunter
Size: 0.5–0.6 meters wide, 20 kg
Form: Gigantic spider analog with short blue fur.
Attributes: Fitness 2 (Strength –3), Coordination 5, Presence 1, Instinct 2
Base Movement: 12
Resistance: 1
Special Abilities/Unusual Skills: Night Vision (+2), Alertness (+2)
Weapons: Poisonous Bite 5 (1 + Paralysis)

Makra

The foothills of the Endas and Tavda Mountains (especially on the side of the Blue Taiga) are home to one of the most terrifying land Andorian predators, the *makra*. Comparable in structure to a gigantic canine or ursoid, with an elongated head and sharp ridges instead of teeth, the *makra* averages 800 kilos of blinding speed and ripping talons. The *makra*'s fur is short and oily, colored a deep gray. Its eyes are yellow and its call is a bone-chilling series of sharp intakes of breath along its oral ridge, creating a sound like ripping metal: a noise that Vulcans, in particular, find ear-grating. Young *makra* can be tamed reliably, but their ravenous appetites and huge size make them poor pets. Their hides are sturdy and very supple when cured, however; *makra*-hide is the most popular and prized form of Andorian leather.



The *makra* was often a symbol of Andorian nobility in ancient times, and the name of the animal is a widely invoked metaphor for ferocity, might, and tenacity. Hunting the *makra* is still considered a kind of "rite of adulthood" by many in Clorisev, and Andorians from across the world have been known to make the pilgrimage to the Tavda foothills to undertake the chase for the simple thrill of it. Followers of Eila Clahd (see pg. 55) hold the *makra* to be sacred, and must hunt one armed only with a pair of *hrisalni* in order to advance to the highest ranks of the priesthood. Eila Clahd *makra* hunts happen only every few years or so, and are frequently celebrated media events.

Makra Template

Type: Chasing Hunter
Size: 3 meters long, 700–950 kg
Form: Large quadruped with short, slick fur, claws, and a sharp oral ridge.
Attributes: Fitness 4 (Strength +9, Vitality +2), Coordination 4 (Reaction +1, Dexterity +1), Presence 6 (Willpower +2), Instinct 5 (Ferocity +3)
Base Movement: 11
Resistance: 15
Special Abilities/Unusual Skills: Night Vision (+2)
Weapons: Claws 4 (3+1d6); Bite 4 (9+1d6)

Volcanic Lakes

Life on Andoria originally centered on the handful of large *warm* inland seas and lakes. There are four large ones (three in western Ka'Thela) and about a dozen smaller ones, scattered over the globe, created by points where volcanic activity collapsed huge plains of the planet's surface along ancient river routes. Numerous subsurface geysers and hot rifts, a natural underwater network of geothermal activity, warm these seas. In the height of winter, when even this nearly equatorial region lies under frost and snow, Thalassa (the warmest) has a temperature near the surface of exactly 39.5° Celsius—almost exactly the core body temperature of a healthy Andorian. The vapor rising from the surface on cold days shrouds the surrounding hills and forests in fog, a ground-level cloudbank a kilometer thick at the height of winter. When the conditions are right (fifteen or so days out of the year), the cloud rises in a titanic column from Thalassa's surface, visible hundreds of kilometers distant: a sight dwarfing the scale of Andoria's mightiest mountain ranges. Thalassa and the other lakes host some of the most unusual lifeforms on Andoria, many showing characteristics unlike any other species on the planet.

Flora and Fauna of the Volcanic Lakes

Gopa

The *gopa* is a lump of bright blue flesh not much larger than an adult Andorian's clenched fist, weighing in at about 250 grams. The shiny, slime-covered creatures live deep in the volcanic waters, feeding on both the abundant microorganic life and the diverse minerals of their environment. From the minerals, they construct a kind of artificial endoskeleton (they are born boneless, with little control over where they drift). The "skeleton" is really little more than a heavy lump inside them, one that lets them steer and eventually settle in place. These internal "weights" are glittery nuggets of blue and yellow metals, prized as jewelry items by the

Andorians. *Gopa* slime contains a powerful paralytic contact poison to protect the creature from idle feeders.

This makes the *gopa* valuable to creatures other than the Andorians themselves. The *preshava*, the amphibious "lake monkey," swims into the deep heat of the water to find *gopa* to use them as weapons; grasping a *gopa* in its hand, the *preshava* stuns food animals and fights its fellows for mating dominance.

The touch of the *gopa* doesn't paralyze large creatures like Andorians. Rather, humanoids find that the touch of the *gopa* slime instantly numbs the affected area of skin, an inconvenience that wears off in a few minutes. This made the *gopa* doubly useful to Andorians in prior centuries, who used live *gopa* as a natural anaesthetic when performing primitive surgery. Today, of course, superior anesthetics can be synthesized.

Preshava



The "lake monkey," or *preshava*, is a nearly bipedal, fairly smart, ghelnoid pack amphibian, resembling a cross between a frog and a miniature chimpanzee, complete with the requisite ghelnoid antennae. They live in territorial packs in caves and depressions near the water's edge, wandering onto the land to gather food and fight and mate.

An evening of *preshava* mating amounts to a group of females clustering together and watching as a group of males go at it with the *gopa*, slapping each other numb and unconscious until there is nothing left but a scattered pile of paralyzed, giddy *preshava* and a single standing one. The remaining male is then pounced on by the females until there is nothing much left of him, either. The result is that only the fastest and most determined females mate with the swiftest and most determined male, which seems to work out fine in terms of species preservation, but leaves great potential for ironic metaphor for mining by the dry wit of the Andorians.

A humanoid struck with a *gopa* by an irritated *preshava* suffers a –1 penalty to Dexterity for 3d6 minutes (penalties from multiple attacks are cumulative).

Preshava Template

Type: Amphibious and omnivorous gatherer/scavenger
Size: 0.7 meters long/tall, 5–8 kg
Form: Semierect, smooth-skinned amphibian with large webbed feet and clawed webbed paws
Attributes: Fitness 3 (Strength –5), Coordination 3 (Dexterity +2), Presence 1 (Empathy +1), Instinct 5 (Perception +1)
Base Movement: 7
Resistance: 1
Special Abilities/Unusual Skills: Night Vision (+2)
Weapons: Claw or Bite 3 (1 point of damage); *gopa* "slap" or "toss" 3 (no damage–paralysis for small targets, localized numbness for larger ones).

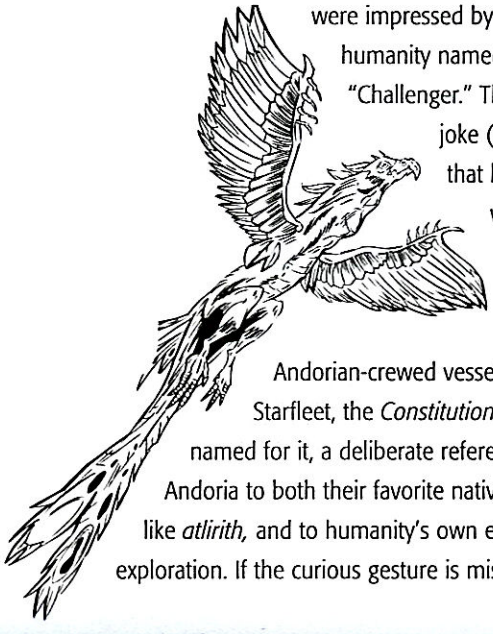
Mountains and Glaciers

The high elevations on Andoria (which tends to have higher continental elevations than many Class M worlds, anyway) are frozen solid year-round. The air in these mountains is often still for days at a time, and sounds can carry for many kilometers, betraying the position of the prey to the hunter (and of the hunter to the prey). Even the snows, common elsewhere, are rare in the high mountains, but what snow does fall doesn't melt. Rather, it collects into mighty, slow-flowing rivers of ice that carve deep furrows in the planet: glaciers.

That any life at all persists in these inhospitable reaches is a testament to the sheer stubbornness of life itself (and, the Andorians would insist, of Andorian life in particular).

Glacial and Mountain Flora and Fauna

Atlirith (Andorian Eagle)



It is joked (and yet almost certainly a fact) that the Andorians were impressed by the fact that humanity named a starship "Challenger." The rejoinder to the joke (equally true) is that humanity, in turn, was impressed with Andoria because it has eagles. The most famous Andorian-crewed vessel serving in Starfleet, the *Constitution*-class *Eagle,* is named for it, a deliberate reference on the part of Andoria to both their favorite native bird, the eagle-like *atlirith,* and to humanity's own early days of space exploration. If the curious gesture is missed by many, the

impressive reputation of the *U.S.S. Eagle* (see page 84) more than makes up for it.

The native *atlirith* is a standard analog, an aerial hunter capable of graceful flight, powerful dives, and pinpoint accuracy. The *atlirith* lives on a diet of small, quick, furry animals, and only the quickest have any chance of survival as the *atlirith* dives, swiftly and silently, having spotted prey from hundreds of meters distant, even when the prey is little more than a tuft of white fur against a field of snow.

Atlirith Template

Type: Aerial chasing hunter
Size: 2.5 meter wingspan, 15 kg
Form: Sleek, white predatory bird.
Attributes: Fitness 4 (Strength –3), Coordination 4 (Reaction +1), Presence 2, Instinct 2 (Perception +3)
Base Movement: 12 in flight (35 in an attacking dive!)
Resistance: 2
Special Abilities/Unusual Skills: Excellent Sight (+2)
Weapons: Claws 4 (1+1d6)

The Stars Above: Andor Sector and the AAS

Ghalev woke from an uneasy slumber and stepped carefully over the snoring bundle that was Falin. He strode the long corridors of the ship, listening to his footfalls, weary and restless.

"Ghalev." It was the old priest, Thelor, and his eyes were shining.

"Thelor, spare me your mirth. This is hardly the occasion." Ghalev felt a deep soul sickness coming on, and didn't know who to blame for it.

The priest nodded. "Forgive me, noble Atlolla. But there is a good reason for my mood, despite everything. Come. Follow me," and he moved quickly toward the ladder connecting the crew deck to the sensor room.



Ghalev followed, annoyed but grateful for any diversion, and then emerged onto the cold metal floor of the computer deck, the sensor operator quietly working nearby. Beside him, a large viewport was open to the stars.

Ghalev saw what had made Thelor smile. The old priest watched him and nodded happily.

STARBASE 7

Location: Orbiting a lonely Class K planet circling a white dwarf star (CJ-884)

Primary Service: Starbase 7 was one in the first wave of starbases to be constructed and is the official HQ of the Seventh Fleet Admiral and one of the base ports for the Romulan border patrols. While it's a bit more straight-laced than nearby Ejul Thelni, Starbase 7 is also a place of recreation, a spaceborne city used mostly as a supply post and repair port, amply fitted with entertainment facilities to provide a break to weary starship crewmen.

Commanding Officer: Admiral Golav Mahth of Tellar delights in wading into Andorian politics, often inviting Andorian Defense Force captains to serve as liaisons on his starbase so that he can have some "interesting people to argue with." Regardless of his disputative nature, he is a born organizer with one of the finest logistical minds in Starfleet.

Against the rich blackness of space was a vast field of gentle orange and blue, a rippling corona against which a bright white star shone, very close. Closer still was the black silhouette of a planet. It was Andoria.

The priest sighed. "We are home, dear friend. We are home."

–Douglas Bell, *Ghalev: A Novel of Andoria*, 2253

Recorded in Starfleet navigation catalogues as Sector 38G, Andoria's region of home space is more commonly called simply "the Andor Sector." Approximately 270 light-years from Terra, it sits at the coreward end of the extensive Andoria/Rigel trade corridor, a jagged line of interwoven spacelanes. The sector includes a Federation starbase, part of a small nebula, and a handful of inhabited worlds.

KUY'VA: ANDORIA'S HOME

Andoria's star (called Kuy'va by the Andorians and just "Andoria" by most everyone else) is a young blue-white giant with seven orbiting worlds: Kastra, Kuy'thela, Andron, Brok'va, Andoria, Kul'va, and Kazann. Of the seven, only the fifth (Andoria itself) has native life, but the Andorians have outposts and stations on nearly every corner of their system.

KUY'VA (ANDORIA) SYSTEM

System Name: Andoria
Affiliation: Federation founding member
System Type: Single Type B2 III (blue-white giant) star
Proximity to Sol: 274.4 light-years
Inhabited Planets: Andoria (Andoria V)
Other Planets: Six other planets, including two Class D, one Class F, and two Class J; none are inhabitable.
Other Stellar Objects: A mineral-rich asteroid field in elliptical orbit beyond the orbit of Andoria VI
Artificial Objects: Shipyards near Andoria IV; Andoria VII Observatory
SIS: Home system of the Andorians, a world of fierce, proud warriors.

While Andoria's extrasystem colonies are better known, the many scientific outposts, astronomical observatories, and other facilities sitting in the shadow of Andoria itself are by far the most successful of Andoria's "colonial" projects, many of them dating back to the earliest years of Andorian space flight. None are true colonies in the sense the Federation recognizes (none have any form of separate colonial government), but each has done its part in expanding the horizons–and living space–available to the Andorians.

The most famous Andorian project within their home system is doubtless the Andoria VII Observatory, one of the best-equipped permanent spaceborne observatories in the Federation. It boasts not only an astonishing array of sensory equipment capable of mapping and imaging the galaxy on any known wavelength, but also the revolutionary A-6500 Computer. The A-6500 is capable of tracking and predicting the movements of billions of stars simultaneously, and producing accurate maps of many vital sectors of space on only a few minutes' notice. It provides a testing ground for a new level of accuracy in stellar navigation that will advance stellar cartography to the levels we will later find in the *Next Generation* era. Despite its phenomenal computing power, the entire system fills only a few small rooms, humming quietly as it produces over 700 detailed record-tape printouts per day.

CIMERA: THE RIGEL CONNECTION

Cimera III is a pleasant Class M world with warm equatorial oceans and cool, snowy continents clustered near both poles. The results are extremely pleasant to Andorians, who find Cimera III to be enough like home to enjoy, without the constant danger of the encroaching ice. The Cimerus mountain ranges are not as high as Andoria's, so glaciers are fewer, and most Cimerus residents like to travel to the homeworld when in the mood for a climbing or skiing holiday. Cimera III has more habitable land than Andoria by a fair margin, and nearly triple the resident population of the homeworld. Most Andorians born today are not born on Andoria at all, but on Cimera III or other offworld Andorian settlements.

CIMERA SYSTEM

System Name: Cimera
Affiliation: Federation member

System Type: Single Type M1 III (red giant) star
Proximity to Andoria: 11.49 light-years
Inhabited Planets: Cimera III
Other Planets: Two others, both Class D planetoids
Other Stellar Objects: Two thin asteroid belts, one between Cimera I and II and one in a distant orbit well beyond Cimera III
Artificial Objects: Two large shipyards and a number of civilian (mercantile) space stations orbit Cimera III.
SIS: The largest Andorian colony world, the "gateway to the Rigel corridor."

The Cimera expedition was the only one of nineteen "sleeper ship" colonies to survive intact to the modern day, owing to Cimera III's comfortably familiar and readily available resources. Despite the nearly twelve-year lag in communications between Cimera and the homeworld prior to warp travel and subspace radio, Cimera managed to develop on its own as a modern world, culturally and politically indebted to Andoria but otherwise not at all dependent on it. Furthermore, Cimera III was not entirely alone.

Much has been made of the "infamous" connections between the Andorians and the Orion criminal and pirate factions. The earliest of these began here, during the period in which Cimera III was entirely without contact with Andoria due to the interference of the Andorian wormhole. In the period from 1934 to 1951, Andorians made their real "first contact" with alien life, when "Rigelian scouts" (really Orion pirates with a temporary base in the neighboring sector of space) made regular contact with the colonists. The Orions, seeking new worlds to exploit, found the Andorians filled with delightful potential and would have eventually moved on to Andoria itself, but for their own concerns with rivals. They kept the Andorians as their own secret for nearly twenty years, trading carefully with Cimera III, always careful never to give them any technology that might weaken their own economic position.

In 1951, contact abruptly stopped. Eventually, the Cimerans discovered that rival Orions had destroyed the ships of the Orion faction who had been saving Cimera III as their own private trading port, leaving few survivors. These headed rimward over the following years, planting the rumors that would eventually inspire much friendlier Vulcanoid Rigelians to seek out the Andorians (finding them in 2126). From that point on, the Rigel-Andorian connection became much more legitimate.

But what influences remained of the original contact? The traders with the Orions, who alternated between smuggling for them and resisting their piratical attacks, soon formed the Vola Vrinia, a mutual-protection smuggling organization. Historians believe that some Orions may have stayed behind on Cimera III, living in hidden communities, friendly with a select few Vola Vrinia families. Some theorize that Vola Vrinia activity has become part of the movements of the larger Orion Syndicate.

These questions aside, Cimera III remains a thriving and fairly typical Federation world, modern, industrious, and in a constant state of growth. Its starports are the busiest in fifty light-years in any direction, seeing many hundreds of mercantile vessels every year.

EJUL THELNI: JOINT OPERATIONS

An unimpressive Class M planet with limited mineable resources but plentiful pleasant scenery, Ejul Thelni sports low, pleasant mountains, deep, friendly forests, and calm, shallow seas. The native fruit is tasty and the native animals are unicellular. Discovered by a Federation-provided exploratory probe in 2190 during a time when the Andorians were putting a lot of effort into integrating into the larger interstellar community, it was decided that Ejul Thelni ("Enavoro Gamma" in the earliest catalogs) would be a nice spot to share with the neighbors.

ENAVORO SYSTEM

System Name: Enavoro
Affiliation: Federation member
System Type: Single Type G1 V (red dwarf) star
Proximity to Andoria: 11.3 light-years
Inhabited Planets: Ejul Thelni (Enavoro Gamma)
Other Planets: Six others, all uninhabitable balls of rock
Other Stellar Objects: None notable
Artificial Objects: Several space stations and science outposts
SIS: Federation colony, a joint development of many species and governments.

Ejul Thelni was named by the Andorians but populated by Federation citizens drawn from nearly every settlement within a hundred light-years, and soon attracted residents from as far away as Vulcan. One of a handful of "joint operation" UFP colonies meant to foster peace and mutual understanding, Ejul Thelni is one of the more successful attempts, known mostly for its role as a popular R&R stopover point for Starfleet ships and other vessels, in cooperation with nearby Starbase 7. Known and celebrated for its gala year-round festivals, open appreciation of sexuality, and euphoria-inducing marsh gases, Ejul Thelni is a planet where Starfleet offi-

cers and Orion pirates can pass one another on the street and not feel concerned about it.

MENK: ROCK THE CRADLE

The Andor Sector contains some 114 "living" stars, and with the Andorian focus on commerce over exploration, it isn't surprising that they didn't know about Hibahs (Menk I) until it was discovered by a Vulcan science vessel, the *Troon-fah-nor*, exploring the sector in 2229. The expedition, a joint Vulcan/Andorian operation with *Keth* Dra, was making a systematic visit to all planet-bearing red stars in the sector, searching for Class M planets and moons. When they arrived at Menk, they found that and a good deal more.

MENK SYSTEM

System Name: Menk
Affiliation: Neutral; all inhabitants are prewarp.
System Type: Single Type M2 V (red dwarf) star
Proximity to Andoria: 7.2 light-years
Inhabited Planets: Hibahs (Menk I)
Other Planets: One other, Menk II, a class G iceball
Other Stellar Objects: Menk II shares its orbit with a significant and metal-rich asteroid belt.
Artificial Objects: A small joint Andorian/Vulcan observatory on Menk I's only moon
SIS: Tech Level Three/Four prewarp civilization under observation.

Menk is the home to Andoria's nearest neighbor civilization. The world, called *Hibahs* in one of the languages of its natives, is inhabited by slim, pale yellow humanoids who call themselves the H'ee. Their world is large and iron-poor, with approximately Earth-normal gravity and many forests and swamps. Despite a lack of iron for heavy industry, the H'ee seem to have done very well with copper (which many parts of Hibahs has in abundance) and other metals. While many H'ee nations are little more than feudal agricultural states living at the subsistence level, a handful are becoming aware of electricity (which is hard to miss, with Hibahs' frequent electrical storms and the habit of H'ee warriors of wearing copper chainmail), and developing common, small-scale steam power.

The Vulcans and Andorians agreed to make observation of H'ee development a joint effort, and maintain a permanent observation base on Hibahs' only moon. Carefully avoiding making their presence known, the scientists there learn and record as much as they can about the H'ee using



covert expeditions and remote sensing technology. Using specially modified tricorders called "foraging sensors," the scientists beam down to the surface, make "deep scans" of many H'ee artifacts (including books and scrolls), and reproduce them for study at their moon-based facility.

QUARDIS: A TOO-DISTANT SOIL

Quardis II is a Class M world, but only barely. The soil and most of the native flora are poisonous to most humanoids, Andorians included. The water, like that on Andoria, is metal-rich, but not the kind of metal-rich that ghelnoid life finds potable. The climate is extreme, with scorching, dry summers and frozen, deadly winters. The native wildlife is fast, vicious, desperately hungry, and often as not capable of delivering deadly venom. When the first Andorian colonists awoke to it from their sleeper vessel, they could not possibly have been prepared.

VORNA SYSTEM

System Name: Vorna
Affiliation: Federation member

System Type: Single Type M0 II (red supergiant) star
Proximity to Andoria: 8.1 light-years
Inhabited Planets: Quardis II
Other Planets: Twelve others, a mix of rockballs and gas giants, none inhabitable
Other Stellar Objects: Two asteroid belts, between Quardis III and IV and between Quardis VIII and IX
Artificial Objects: A shipyard and several space stations orbit Quardis II.
SIS: Rebuilt Andorian colony.

They hung on; it was decades before they finally died of starvation, exposure, and a host of virulent native diseases. Using what little support they got from the automatic shipments of supplies from home, the Quardis II colonists limped along, exploring as they could, taking extensive notes and sealing them up to protect them from the elements. Their death was not mysterious like those on Trilith, or dramatic like those on Thalassa—it was gradual, painful, and sad, and they recorded every moment.

When Andorians revisited the ruins of their colony in 2124, the broadcast and publication of the records of the colony's decline shocked and sickened the Andorians at home, despite over a century of separation from the events. By that time, the threats that Quardis posed seemed minimal—the diseases were treatable, new strains of plants could grow there, the animals could be zapped into submission with the flick of a switch. So, soberly and resolutely, Andoria returned to Quardis and made another home there, one that thrives today.

Unlike the Thalassa colony, which is regarded by some as a stubborn waste of time, the Quardis II revival has definitely been a positive move. The world has been "tamed" by technology without suffering the changes that Andorians loathe to visit on a planet, and Andorians and others live and work there in an ever-developing society thriving on the dangerous life that defines the small world.

THALASSA: CHAOS AND DESTRUCTION

That the Thalassa colony was ever rebuilt is a testament to Andorian stubbornness and pride in many ways—and ample evidence of their dislike of terraforming. Thalassa, a Class M moon of Thosa, a gigantic gas giant, suffers from the destructive volcanic activity that destroyed the original colony in 2004. Yet the modern colony built on its ruins has refused to do anything to quiet the violent nature of its home, despite the trivial nature of the necessary fixes. Andorian pride, in this case, has cost thousands of lives over the course of the colony's history.

THALASSA SYSTEM

System Name: Thalassa
Affiliation: Federation member, Andorian colony
System Type: Single Type B3 II (blue-white giant) star
Proximity to Andoria: 3.9 light-years
Inhabited Planets: Thalassa (a Class M moon of the system's only planet)
Other Planets: Thosa, a Class J gas giant with several moons
Other Stellar Objects: None
Artificial Objects: Two small space stations and a science outpost orbit Thosa.
SIS: Rebuilt Andorian colony.

The original Thalassa colony (named for one of the volcanically heated bodies of water on the homeworld) was crippled by the dangerous nature of the planet early in its history and finally died a horrible, lonely death after fifty years of hardship. When the Andorians moved back into space after the collapse of the Andorian wormhole, most viewed recolonizing Thalassa as imperative. It was necessary to honor the memory of the lost colonists who had blazed the trail there, and to prove the worthiness of the Andorians not to be "defeated" by any world they might discover. Many thousands of Andorians volunteered for the effort, hailed as heroes as they boarded one of the new warp-ships bound for Thosa's largest moon.

The colony has succeeded, after a fashion. The population is now nearly two million over the surface of the moon, with the few located stable areas providing the foundation for what might one day be cities. Furthermore, Thosa itself proves to be very interesting to scientists, attracting students and astronomers from distant worlds. Continuing problems with volcanic eruptions and earthquakes, however, kill hundreds every few years.

TRILITH: A DEADLY MYSTERY

In 1838, the first Andorian sleeper-ship to awaken successfully found itself at the edge of the Trilith system, Andoria's nearest stellar neighbor, 1.98 light-years distant from the homeworld. A small orange star, Trilith has seven planets, mostly rockballs, except for the outermost world—a small, low-gravity planet of lush jungles and small, warm oceans. While the total land area of Trilith VII is less than that of Andoria, the colonists were delighted to find that the friendlier climate would mean even more habitable land than at home. They founded the colony of New Andoria on



some steppeland on the world's largest and most varied continent, named Esheva by the settlers. In 1840, just as the first radio messages from the new colonists reached a thrilled Andoria, the first of the supply ships reached Trilith—and was barely necessary, as the Trilithian Andorians had already founded towns, cultivated large areas of farmland, and built a stable colonial government and well fed populace. Only one more emergency ship was launched toward Trilith at their own request—all further launches would carry heavy equipment (Trilith VII had few metallic resources), luxury goods, and more colonists.

TRILITH SYSTEM

System Name: Trilith
Affiliation: None
System Type: Single Type K3 V (orange dwarf) star
Proximity to Andoria: 2.0 light-years
Inhabited Planets: None
Other Planets: Seven total, a mix of Class D and F rocks, with a single Class M (Trilith VII), formerly the site of an Andorian colony
Other Stellar Objects: A sparse asteroid belt between Trilith IV and V
Artificial Objects: Occasional probes, but nothing permanent
SIS: The site of Andoria's mysterious vanished colony.

Despite the two-year lag in radio communications, Trilith VII maintained close ties with Andoria, while carving its own cultural niches into the new planet. News of Trilith's development became the most popular form of entertainment in Andorian history—every clan, every culture was brought closer together by their world's success in forming a sibling. On Trilith, the slow advance toward real civilization and industry began. Using what industrial resources they could, the Trilithians developed their own local space program to mine the nearby asteroid belt. Within fifty years full-fledged cities began to appear, and the seventeen clans represented on the flight formed the basis for dozens of cultural districts. Slow two-way shipping between Andoria and Trilith was commonplace until the *New Andoria* disaster, when Trilith and the other colonies were left to fend for themselves.

Sporadic radio messages received by Andoria (and, eventually, by the other colony worlds) confirmed what everybody already knew: Of all the colonies, Trilith VII was the best-equipped to handle itself and prosper, and could probably eventually brave the space around the home system and renew contact. Trilith VII was the best hope of the Andorians away from home, and all seemed well until 2068, when the Trilith VII colony—by that time millions of Andorians living in modern towns and developing permanent industry—vanished without a trace.

The last radio broadcasts reached Andoria in 2070, a year after the collapse of the wormhole. Signals at the time included dramatic broadcasts (Trilithian theater had advanced a lot further than that back home, and was a good deal more optimistic), news updates (farm reports, political announcements), and a special happy-birthday message to the *atlolla* of *Keth* Kor. And then nothing. Sentences were cut off; scenes turned to static, and Trilith was silent.

Trilith is still silent today, and after dozens of expeditions to explore the system by Andorians and others, the Andorians have decided simply to leave it that way. Trilith VII is exactly as the colonists first found it: warm, lush, and entirely devoid of any sign of civilization ever touching it. When investigatory expeditions arrived, they were frightened and mystified to find no traces whatsoever that a colony had ever been there. Entire cities, the beginnings of planetwide industry, everything—gone.

Whatever happened to destroy (or move?) the colony seems to have been a one-time threat. No expedition has experienced any trouble; nothing else has gone missing. Probes sent into the system, and even onto Trilith VII itself, have dutifully sent back data and have stubbornly insisted

on not vanishing. The Andorians have maintained their claim to the right to develop the system without dispute from the Federation and nearby neutral worlds, but have opted to leave it in its natural state for now, for reasons that can reasonably be called superstitious fear. Despite the value of a Class M world waiting to be colonized, no one criticizes their decision.

VORNA: PLANET OF THE UPSTART KETH

Vorna II, a small but pleasant Class M world, is mostly clear blue oceans, with a few scattered archipelagoes on which the colony was founded in 2194. Vorna II is mostly an ocean-mining colony, with a small population and a secondary role as a waystation for the trading fleets (its orbital facilities even include a small shipyard, and there have been recent increases in the commercial interest in the world). Fewer than 3 million Andorians live on Vorna II, along with a few hundred thousand humans, Centaurans, and others.

VORNA SYSTEM

System Name: Vorna
Affiliation: Andorian colony
System Type: Single Type G1 IV (yellow subgiant) star
Proximity to Andoria: 6.9 light-years
Inhabited Planets: Vorna II
Other Planets: Three others, one large Class J gas giant (Vorna III) with several small moons, and two class F rockballs
Other Stellar Objects: Vorna has a small Oort cloud.
Artificial Objects: The Vorna II shipyards and a small scientific station orbiting Vorna III
SIS: Dissident Andorian colony.

Founded by a group of Andorians dissatisfied with the Andorian government of the last century, Vorna II is the exclusive territory of a single clan, *Keth* Vorna, which requires all Andorian citizens of the colony to abdicate their prior clan allegiance to obtain recognition of citizenship (although many non-Vorna Andorians live and work there as citizens of the homeworld, instead). The Clan Council refuses to recognize *Keth* Vorna for reasons that seem to outsiders to be nothing more than political sour grapes; the Vorna *atlolla* does not sit on the Council, and the Vorna Andorians are legally classified as "clanless" by the homeworld government. Part of the reason is certainly the isolationist and insular attitude of Vorna's leadership as regards colony citizenship, but another facet of it is that, since 2200, *Keth* Vorna has violated the sacred laws of the Andorian ritual duel. On Vorna II, the *ushaan* is a public spectacle, and the *amdanalnar* is little more than a curiosity from back home. The Vornus Andorians watch duels in public arenas and via live hologram. Recordings of the duels are even available on Andoria itself, much to the horror of many. Not wishing to engage in overt censorship, but determined to maintain the sanctity of the *ushaan*, the *Keth* Council is up in arms, with no clear solution available.

The situation is tense but peaceful. Andoria and Vorna II maintain excellent trade relations and free borders, and Vorna II is a small but productive colony that maintains dutiful ties with both Andoria and the UFP, despite being technically "dissident." The Federation considers the dissension between Vorna II and the *Kethni* Council as merely an administrative matter and nothing to cause concern. Certainly, there has been no hint of anything but peaceful, if uneasy, coexistence.

Many Andorians, however, are very concerned. While Vorna II has yet to have a violent incident of vengeance resulting from a public duel, traditional Andorians consider it inevitable, especially as Vorna II matures and increases its population. Many Andorians watch Vorna II with dread fascination, fearing a replay of the Time of Lament on a new world, some dark day in the future. The Vornus Andorians, however, feel that the *amdanalnar* is antiquated and pointless, and that the mainstream Andorian attitude toward them is both backward and condescending. Outsiders worry that the Vorna/Andoria split could be exploited by factions wishing to disrupt the peace deliberately, but so far that hasn't seemed to happen.

USHILEV'S NEBULA

The last remnants of a star that went supernova some 12,000 years ago, Ushilev's Nebula is named for the Andorian scientist who first produced X-ray images of the cloud of metallic debris from Andoria in 1804. The images showed that the faintly visible nebula is much less spherical than would be expected for one of its type, with significant irregularities not explicable by the existing interstellar medium. Ushilev proposed a hypothesis that two black holes created the irregularities before being consumed by a wormhole created by their mutual stresses, but this hypothesis (or any other theory that might explain the shape of the nebula) has not been accepted by many modern astronomers.

The nebula, though rich in potential mineral wealth, is hazardous to navigate. While the visible effects of the nebula are minimal and anything but destructive (pockets of ionized hydrogen within it glow with a pleasant blend of blue and orange light), it also emits a wide variety of invisible energies, mostly from its shell. Some of these energies seem unique to it, and starships traveling too near it have experienced dangerous sensor

MEVELETH G'PHOV

Andorian Female, Tloneeth Thras

The stars that hang in the night sky above Andoria have always shone brightly into the eyes of Meveleth G'Phov. With her sparkling personality and keen mind, many say she shines back, just as luminously. Combining modern science with an ancient heritage of legends and storytelling, G'Phov teaches the mysteries and spectacles of deep space.

Background/History

Meveleth G'Phov's parents were scientists in the AAS, often working on space exploration projects. That is, all but one of her parents. One, Kevis G'Phov, was a relatively obscure artist, although her work deeply moved those Andorians who had seen her exhibition at the Intercultural Gallery of Modern Art on Beta Pegasi II. The artwork, consisting of sculpture and both conventional and holographic painting, often depicted stories from the Andorian Star Legends, tales told by ancient astronomers about the stars.

It was these stories, her mother's passion, and the scientific mind she inherited from her birth parents that made Meveleth decide to apply to the *Tloneeth Thora*, or University of Astronomy. She apprenticed for three years with famed Andorian astronomer Utranek Dra, who turned out to be a fan of her mother Kevis' work. Meveleth began to realize she could use the new Centauran techniques of holography as visual aids during her presentations and truly revolutionize the way such presentations are given.

The inclusion of her mother's, and eventually her own, artwork in her seminars has made Meveleth quite well known and prosperous in Andoria's astronomical circles. She has been hired to give presentations before corporate magistrates, college classes, and even the Clan Council. She hopes someday to share this technique with other artists and astronomers on Andoria and eventually other planets as well.

Despite Meveleth's busy schedule (which often sees her working not only with her parents but also with Federation astrophysicists), she always finds time to visit with her mother and attend any art show in which she is involved. Meveleth and her mother are planning a joint art exhibition on Altair IV in the next few months.

Appearance

Meveleth stands slightly shorter then the average Andorian female her age. She is slim and has a somewhat plain appearance, though not unattractive. Her most distinctive feature is her bright blue skin, which is very intense in color. Her hair is platinum blonde and often worn up while working. She always has a *beshi* or two nearby, because of her devout Hastra Bei Hastra faith (see pg. 56).

Personality/Roleplaying Notes

Meveleth is a scientist with an artistic spirit. Though she is very disciplined in her presentations, she will go on and on about the beauty and majesty of the stars in conversations on her personal time. Dr. G'Phov only refers to scientific facts if questions are directly posed to her, and even then it make take a bit of effort to keep her on track. Meveleth tends to go off on tangents when addressing her favorite subjects, but everything she says has merit and valuable information. Meveleth tends to flirt with Centaurans, partially because her travels have kept her from establishing a stable marriage, and partially because of Alpha Centauri's reputation as the Federation's artistic center.



Inviting her to an art show or letting her see the ship's astronavigation maps will surely win her over. Since her information on the Andor Sector is extensive, she would make an excellent contact or guide if searching for someone or something in that region, especially something referred to in Andoria's more ancient and obscure legends. She also knows most of the leading *tloneeth thrasi* very well.

Attributes

Fitness 2
Coordination 2
Intellect 3
 Perception +1
Presence 3
Psi 1

Skills

Artistic Expression (Holography) 1(3)
Athletics (Sledding) 1(2)
Computer (Modeling) 1(2)
 (Research) (2)
Culture (Andorian: Dharan) 3 (4)
 (Andorian Star Legends) (4)
History (Andorian: *Keth* G'Phov) 1(2)
 (Andorian Space Program) (2)
Language Andorian 3
 Classical Tharani 1
Personal Equipment (Hologram Generator) 1(2)
Persuasion (Storytelling) 2(3)
Primitive Weaponry (*Ivarus Hrisalnar*) 2(3)
Space Sciences (Astronomy) 2(3)
 (Astrophysics) (3)
World Knowledge (Andoria) 1(2)

Advantages/Disadvantages

Excellent Hearing +2
High Pain Threshold +2
Patron +3 (Several Andorian *Thora* and Gov



malfunctions, difficulty maintaining deflector integrity, and even fluctuations in the plasma flow of their warp engines. Since the nebula is very small, and several mineral-rich systems are in the vicinity for mining, Starfleet and the ADF have set few resources aside to answer the many questions the nebula poses.

ANDORIAN ASTRONOMICAL SURVEY

Since time immemorial, the night sky has fascinated Andorians much as it has other Federation species. Andorians developed a large body of information about stellar phenomena quite early, and, unlike many species, passed it down intact. The astronomer-kings of Rhi could construct calendars, predict eclipses and the movement of celestial bodies, and perform many related calculations. Nor was this knowledge confined to the scholar and scientist: Special astronomer-storytellers known as *tloneeth thrasi* passed their learning on to ordinary Andorians by telling tales, performing plays based on ancient myths, and writing books of star legends.

Following the unification of Andoria by Krotus, several learned societies sprang up to further the study of the stars. Some of these were true scholarly institutions devoted to advancing scientific knowledge of celestial phenomena, some were guildlike organizations of the *tloneeth thrasi,* and others simply used a fancy title to make money by pandering to the public interest in astrology. Gradually the spread of accurate scientific information about the stars put most of the astrologers out of business, while still allowing the *tloneeth thrasi* to continue in their educator-entertainer role. Even today, the *tloneeth thrasi* flourish, and thousands of Andorians make careers out of collecting star legends from all around their world (and sometimes other worlds). Archaeological discoveries on far planets constantly bring new star legends and lore to light for Andorians to learn and study.

About 500 years ago, around the time of the first Andorian spaceflights, clans resenting the dominance of *Keth* Ivari in all space matters unified the major astronomical institutions and observatories under the title of the Andorian Astronomical Survey. The AAS played an instrumental role in the early Andorian space program and later space programs as well, though it was a research organization and not in the business of constructing spacecraft. Since the development of warp travel and the founding of the Federation, the AAS has found its importance and role grown to, well, astronomical proportions. Now the Andorians have more stars and celestial phenomena to study than ever, and their enthusiasm for the subject shows no signs of dimming.

The Modern Survey

As of 2269, the Andorian Astronomical Survey is one of the largest and most knowledgeable such bodies in the Federation. It has at its disposal a fleet of about three dozen large research vessels and maintains numerous stationary observatories, such as the renowned Andoria VII Observatory (see ***Planets of the UFP, Vol. 1***, pages 29-30).

The Survey consists of four branches: Field Exploration, Research, Stellar Cartography, and Archives. All branches work closely with both the ADF and with Starfleet (which naturally have a strong interest in many subjects studied by the AAS). The chairmen of the four branches report to the Astronomical Council, which leads the entire organization.

Field Exploration is, by any account, the most glamorous and exciting branch of the AAS. Its personnel, chosen by the FE chairman and his advisory committee, study stars and stellar phenomena up close, discover new interstellar objects, and occasionally get themselves into (and, usually, out of) trouble. Their sensationalized exploits form the basis for many entertainment broadcasts on Andoria. So well trained are the FE crewmen that the branch has a nearly perfect safety record during the past two decades. The primary exception is the A.S.C. *Thelanakirak*, mysteriously lost (with

all hands) in the vicinity of the Stelblindi Nebula in 2264 without broadcasting a distress call or leaving behind any trace.

Research is where the yeoman's work of the AAS gets done. Research scientists spend their time at observatories and scientific bases training their telescopes and subspace radar at stellar objects scattered throughout the heavens. If necessary they send an FE ship to study a particular object more closely, perhaps going along for the ride themselves "just to make sure everything's done right."

Stellar Cartography works more closely with the ADF and Starfleet than the other branches (which are more likely to interact with their specific counterparts in the ADF or Starfleet). Its goal, one of the primary goals of the AAS since its founding, is to map every single stellar object detectable by the AAS and the Federation. While its task is far from complete, its astrographic databases are among the most complete and up to date in the Federation. However, it has had no more luck than any other astronomical institute at mapping certain moving, variable, or "renegade" phenomena such as subspace ripples and "sandbars," wormholes, and rogue comets. It often sends FE vessels to study such phenomena.

Archives maintains the AAS' copious records. The shelves and computers in Archives' office at the Survey's headquarters contain 500 years' worth of collected data on stellar phenomena, as well as archival, scientific, and archaeological data from other worlds. Searching through the massive volume of information can take time—up to years—but usually the diligent searcher receives the reward he seeks. Klingon or Romulan spies would give much for access to these vital databanks.

Discoveries and Mysteries

The explorers and scientists of the AAS constantly chart new celestial bodies, phenomena, and variances. Some of the more notable include Borgeron Expanse, a strange sort of "subspace nebula" which has so far defied attempts to ascertain its exact nature; the Hrodalus Cluster (which some Federation scientists hope to tap as an energy source using a vast space-based array); a Lazarus star in the Kothmir Sector, where Andoria has established joint mining operations with Tellar; and a host of pulsars and quasars used as navigational beacons by starships.

However, not all of the AAS' discoveries are as (relatively) straightforward as these. The intrepid crews of Field Exploration ships have located more than a few scientific mysteries, anomalies, or enigmas. Some of the more notable include:

- A strangely "distorted" region of space in the Gamathar Sector, not far from the Romulan Neutral Zone. While the space appears "normal" to the naked eye, it emits some sort of subspace static which makes use of sensors impossible. Attempts to use probes to penetrate the area have generally met with failure; most vanish into the distortion zone without having ever broadcast intelligible data back to the mother ship, and never reappear. The one notable exception returned after 2.73 hours, but contained only 1.34 hours of data so garbled that the ship's personnel could not learn anything useful from it. The remaining 1.39 hours' worth of data recordings appeared to have been erased from the probe by unknown means.
- In 2267, the AAS ship A.S.C. *Shalakai* collected data in the Donara Sector which seemed to indicate the presence of a rogue planet or similar stellar body interfering with the normal gravitational fields within several systems. However, despite the crew's best efforts, the *Shalakai* was unable to locate this potential navigational hazard.
- In 2268, the A.S.C. *Mhoroth* was present near the Type B star Vonak Alpha-C when it suddenly, and with no significant warnings, entered a stage of existence reminiscent of a T Tauri star. This ripped the atmosphere away from all four planets orbiting the star and nearly destroyed the *Mhoroth* as well. Unfortunately, the phenomena did so much damage to the *Mhoroth's* sensors and computer records that the AAS possesses very little useful information about it. Other ships have studied it, without making any significant breakthroughs. Some in the ADF and Starfleet fear that Vonak Alpha-C was a testing ground for a terrible new superweapon being developed by some unknown power.
- The Udarian Corridor, a light-years-long region of space which contains an unusually high occurrence of ion storms, plasma storms, subspace shock waves, gravitic distortion waves, and general subspace interference (the intensity of the various phenomena tends to increase the closer one gets to the center of the Corridor). In fact, the frequency of these events is so great that many scientists believe they must be artificially generated by something near the Corridor's center, but since that theory cannot explain why the phenomena are confined to a corridor-like region (as opposed to the entire radius around the central point), most scholars discount the theory.

UMAREV-CLASS ASTRONOMICAL SURVEY VESSEL

Class and Type: Umarev-class Surveyor

Commissioning Date: 2230

HULL CHARACTERISTICS

Size/Structure: 3

Resistance: 3

Structural Points: 60

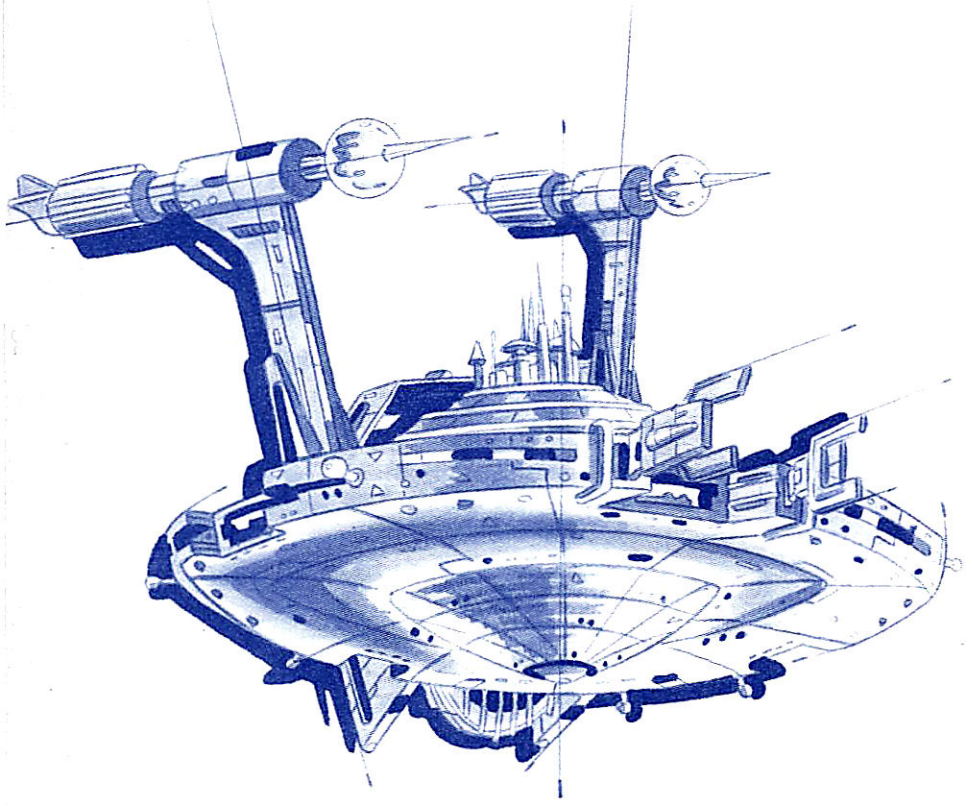
OPERATIONS CHARACTERISTICS

Crew/Passengers/Evac: 150/95/1,000 [6 Power/round]

Computers: 4 [2 Power/round]

Transporters: 2 personnel, 4 cargo, 2 emergency [4 Power/round]

Tractor Beams: 1 fv, 1 av [2 Power/rating/round]



PROPULSION AND POWER CHARACTERISTICS

Warp System: 4.0/5.0/6.0 (12 hours) [2/warp factor]

Impulse System: .5 c/.75 c [5/7 Power/round]

Power: 85

SENSOR SYSTEMS

Long-range Sensors: +1/14 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 4

WEAPONS SYSTEMS

Type V Phaser

Range: 10/30,000/100,000/300,000

Arc: Forward (120 degrees)

Accuracy: 4/5/7/10

Damage: 10

Power: [10]

Weapons Skill: 4

DEFENSIVE SYSTEMS

ADF Deflector Shield

Protection: 25/25 (40) [25 Power/shield/round]

DESCRIPTION AND NOTES

Fleet data: The *Umarev*-class vessel serves as the primary workhorse of the AAS: large enough to mount a full-scale investigation of any planet, nebula, or other interstellar object but small enough to build in quantity. Often, "squadrons" of *Umarev*-class surveyors work together mapping a sector or investigating some large-scale phenomenon. *Umarev*-class ships mount powerful subspace communication arrays both on the ship and on remote drone probes, for sending data back to Andorian laboratories or for summoning the ADF in emergencies.

Noteworthy vessels/service records/encounters: *A.S.C. Thris*, prototype, 2230; *A.S.C. Eshalni'han*, commissioned 2246, stumbled upon an Axanari armada attempting a sneak attack in 2253 and disabled three enemy battleships before being destroyed; *A.S.C. Mhoroth,* commissioned 2257, see above; A.S.C. *Shalakai*, commissioned 2249, see above; A.S.C. *Thelanakirak*, lost with all hands near Stelblindi Nebula in 2264.

THRIS-CLASS SCIENCE VESSEL

Class and Type: *Thris*-class Research/Laboratory Vessel
Commissioning Date: 2359

HULL CHARACTERISTICS

Size: 3 (150.7 x 83.5 x 55.7 meters; 12 decks)
Resistance: 3
Structural Points: 60

OPERATIONS CHARACTERISTICS

Crew/Passengers/Evac: 80/158/650 [6 Power/round]
Computers: 4 [4 Power/round]
Transporters: 3 personnel, 4 cargo, 3 emergency [5 Power/round]
Tractor Beams: 1 av, 1 fd [2 Power/rating/round]

PROPULSION AND POWER CHARACTERISTICS

Warp System: 5.0/9.0/9.5 (12 hours) [2/warp factor]
Impulse System: .5 c/.75 c [5/7 Power/round]
Power: 135

SENSOR SYSTEMS

Long-range Sensors: +3/18 light-years [6 Power/round]
Lateral Sensors: +2/1 light-year [4 Power/round]
Navigational Sensors: +3 [5 Power/round]
Sensors Skill: 5

WEAPONS SYSTEMS

Type VII Phasers
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 14
Power: [14]

Photon Torpedoes
Number: 100
Launchers: 1 forward, 1 aft
Spread: 5
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 5/6/8/11
Damage: 20
Power: [5]
Weapons Skill: 4

DEFENSIVE SYSTEMS

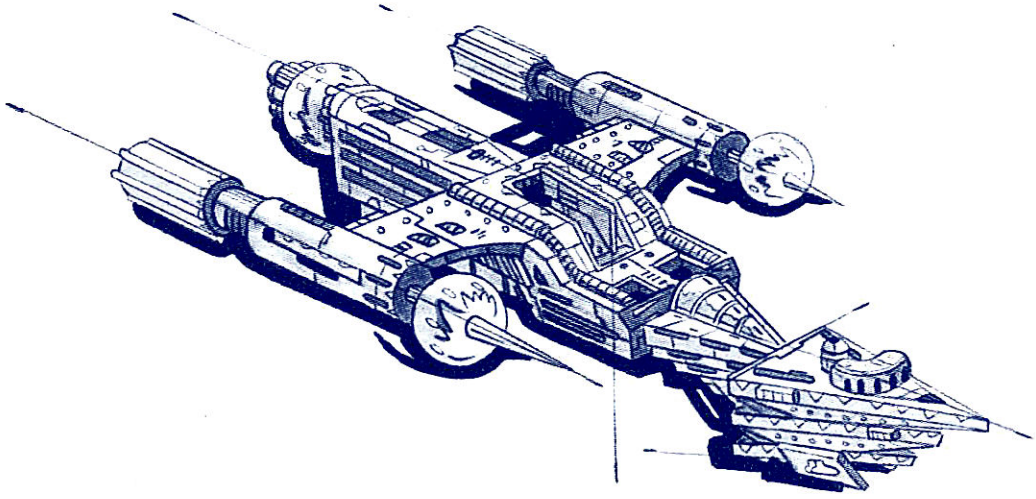
ADF Deflector Shield
Protection: 35/35 (50) [35 Power/shield/round]

DESCRIPTION AND NOTES

Fleet data: The *Thris*-class vessel is the standard Andorian exploration and science vessel of the mid-late 24th century. Equipped with state-of-the-art modular sensors which can easily be upgraded when new sensor technology is invented (something which has happened many times during the class' operating life), it is eminently suited to its task of helping the Andorians explore the galaxy around them.

Of course, as an Andorian vessel, it's also equipped to fight if necessary. It boasts Type VII phasers and two photon launchers, far more armament than most science vessels. However, the torpedo launchers are optimized for launching probes, and thus are slightly less accurate with torpedoes than standard launchers.

Noteworthy vessels/service records/encounters: A.S.C. *Thris*, prototype, 2359; A.S.C. *Amdaroth*, investigated irregularities in Turolev Pulsar, 2364; A.S.C. *Gilinir*, made first contact with fungal lifeforms of Vecrat IV, 2368; A.S.C. *Shraa'jath*, conducted groundbreaking experiments regarding the existence of subspace life, 2372.



"When in Lor'Tan": Andorian Life and Culture

While the Andorian "fad" of the '40s is mercifully behind us, a few lingering clichés remain as "stock characters" in many kinds of dramatic fiction. Specific, historical individuals inspire some of these, such as the nervous, guilt-ridden merchant (with his inevitable Orion ties and shady contacts). Others, like the anti-Federation revolutionary, noble but deadly to those who oppose his views, are shadows of greater literary characters (typically, and certainly in this case, from Bell). The quietly proud Andorian devoted above all to family and friends, however, is one of those wonderful exceptions–a cliché



that comprises an honest portrayal of very many real-life members of the species. From V'klon's Tlollu, in Seven Visitors to Vulcana Regar, who touched audiences across the quadrant with his noble sacrifice for the life of his sister, to the quirky and brooding Falin in Bell's Ghalev (and later in the short story "The Short Road Back"), this popular archetype is seldom overstated or written cheaply, possibly because non-Andorian authors are so fascinated by the very

real Andorian familial devotion that they can't bring themselves to exaggerate it."

–Stereotypes in Modern Drama, The Journal of the Henle Academy of the Arts (Vol. 3, 2269)

Any discussion of Andorian life and culture must begin with the importance of family, the source and focus of the highest Andorian ideals. The health and happiness of one's siblings, parents, spouses, and children is the highest priority to an Andorian, a truth that is a constant in all known Andorian cultures across the planet, in all recorded phases of Andorian history. While individual Andorians have certainly made exceptions to this rule, they are invariably seen as villains or cruel madmen, no more acceptable in Andorian society than a kidnapper or an arsonist. Even self-preservation should be subordinate to familial duty, although this is a heroic ideal that not every Andorian put to the test has been able to live up to. Those who do, however, are remembered with honor and a respect that approaches veneration.

Immediate family–siblings, parents, children, and spouses–are the highest "order" of family in all Andorian cultures. If any within this class is "superior" to another, however, it is *spouses*. Even above a brother or a parent, an Andorian is expected to pledge his duty to his wives and husband. Andorian love runs so deep (and until recently, Andorian childhood was so dangerous) that the loss of a spouse is considered even worse than the loss of a child.

Andorian marriages, in accordance with ancient Kul'Sunus traditions popularized worldwide during the reign of Krotus, require four people, or specifically *two couples*. Typically, an Andorian romantic involvement is similar to a human one in its early stages: Boy meets girl. Boy and girl fall in love. Boy and girl decide that they're suited to spend their lives together. From there, the story becomes less familiar, since the next stage of the relationship involves finding *another* Andorian couple that they love as much as they do each other. Their relationship with their potential new partners can be platonic (and is, apparently, in roughly half of all Andorian marriages) but must be sincerely affectionate. Marriages of "convenience" have been known to happen (especially in the name of political advantage) but violate the Andorian family ideal.

In reality, of course, couples don't often need to seek each other out. Paired "quads" often know each other socially years before marriage as childhood friends, or students at the same school, or coworkers. Once two couples have found one another, the four are then eligible to be married, in a celebratory ceremony that has changed little since the time of Krotus and which varies little by region. Marriage, curiously, is not considered a spiritual matter by *any* of Andoria's many religions; the ceremony is an entirely "secular" one, a matter of pledges made between the betrothed and their community. Note, however, that some minor sects of Borvaeism (see page 55) practice six-partner marriages instead of the otherwise universal "quadruple."

The quadruple underlies Andorian family life. They live together in the same home, raise their children together, and share one another's lives until death. Divorce is possible, but is humiliating to all involved and is *total*: No member of a formerly married quad can remarry any other member, unless the entire quad is reconciled and reunited. In fact, most divorced Andorians never remarry at all, and have trouble living down the very serious stigma that results from a broken marriage. Divorce is very rare.

BLOODLINES AND BLOOD-BONDS

Running a close second to the immediate family is the larger issue of bloodline and *blood-bonds*, the ties between close friends who have taken oaths that make each other "as good as family" in the eyes of Andorian clan law.

Non-Andorians sometimes confuse bloodlines (the concept of *sherek*, the "living thread of ancestry") with clans. Andorians are, after all, given two names, their surname and their *keth*. Clan identity and family identity often seem to be the same thing. However, Andorians recognize an important distinction between (for example) members of *Keth* Idrani, and members of *Keth* Idrani whom any particular Idrani has a confirmed blood relation with. Some of the smaller or younger clans *are* indistinguishable from bloodlines, but once a clan is large enough to have a presence in more than once place on the planet or in the colonies, or old enough to have been "expanded" by many marriages and alliances, the distinction creeps in.

COMMUNITIES AND SECRETS

Andorians are, broadly speaking, less concerned with privacy than many Federation species. Andorians are most comfortable in close-knit groups, surrounded by friends, family, and coworkers. On their homeworld, there is often little separation between the three, and Andorian society can easily be broken down into overlapping "social circles" that each, to some extent, comprise an "extended family" for their members.

A typical Andorian's sense of self-worth and happiness is tied closely to his role in his work, his reputation as a member of his clan, his value to his neighborhood or administrative district, and the quality of his marriage. Andorians have an innate suspicion of very private people (and

species) that Andorians in Starfleet, in particular, must sometimes work hard to put behind them. Andorians believe that a social existence, a sense of the communal impact of every decision, is essential to both a realistic perspective and the pursuit of personal success. Somebody that a human would consider "antisocial" an Andorian might consider positively sociopathic! This isn't to say that Andorians are less individual than humans or Vulcans. In fact, they are passionately individualistic (in some cases almost neurotically so), putting as much value on identity as they do on community. An ideal Andorian is ambitious, creative, skilled and accomplished–for the good of his many communities as much as for his personal pride and honor.

–"Igrilan, the Eagle, and the Future of Andorians in Starfleet," Federation Life Magazine, 2267

Andorians love secrets. To possess a secret given freely by another Andorian is an honor. To deduce or otherwise divine successfully a secret that another hides is a thrill, typically a forbidden one (although some Andorians take pride in their ability to do so). The Andorian concept of secrets–any secrets–being precious dates back to the earliest days of Andorian civilization. In a communal lodge of fifty or sixty Andorians, sharing warmth and food and resources for survival, a few personal secrets really *were* precious. Secrets were a vital tool in balancing the Andorian passion for individuality with their complementary love of the company of their kinsmen and clansmen, and with the harsh realities that kept the Andorians huddled together for survival, even at times when a few hours alone might have felt good.



The common perception that Andorians dislike "privacy" is accurate only if we think of privacy in *human* terms, where "privacy" means your own bedroom, or washing without anyone looking. It is the result of thousands of years of life on icy Andoria, where keeping food, water, and warmth to oneself could be selfish on the scale of mass murder, that Andorians consider these kinds of "privacy" inappropriate. Andorians live socially, think in terms of community, and value–very strongly value–their secrets. (Like Humans, Andorians resent psionic or technological mental intrusions.) Andorians think for themselves; they keep their own counsel and their own company. They just don't like doing it *alone*.

Additionally, keeping some *kinds* of secrets is very difficult for Andorians. Their heightened senses and powerful emotions make it all but impossible to truly hide their feelings–it's obvious (to another Andorian, at least) when an Andorian is angry, or frightened, or even attracted to a potential romantic partner. As a result, Andorians are simply more open with their feelings and their needs. To be otherwise would be a waste of time. This simple detail has had an impact on the development of their cultures not easily overstated. As a noted cynic once remarked, "They wear their hearts on their sleeves, and use the resulting chest cavity to hide all else."

So, Andorian society is one of close-knit, interwoven communities, fueled by individual passions and an extraordinary racial capacity for loyalty. Underneath it all, a love of secrecy adds an element of constant mystery that many humans find irresistibly romantic and adventurous–and the Andorians would agree.

Communal Comfort: The Andorian Home

Andorians live communally. "Lodges" containing several families, or several *generations* of families, or both, are more common than houses built to provide shelter for a single "quad" and their children. This recalls centuries of Andorian tradition, from ages when many dozens of Andorians would live together in a lodge of stone, wood, or even ice, to conserve resources–particularly heat.

The ancient Andorians built their lodges with only one or two rooms, cavernous affairs with high ceilings, permitting smoke to gather well away

from the floor. They typically featured a central hearth providing heat for cooking as well as for comfort, around which bedding and personal effects were arranged, at a respectful distance from flying sparks.

The modern lodge comes in a variety of shapes and styles, and typically contains a lot more rooms. Andorians don't deny themselves modern convenience, or live as they do out of nostalgia. Rather, they live as they do because it's the only way they are comfortable. Andorians dislike spending too much time alone, and have very different notions of what "privacy" entails. Even in the most luxurious contemporary lodges, with entertainment rooms, kitchens, studies, workshops, vehicle garages, and so on, there is only one sleeping chamber. If a lodge is meant to hold a dozen families, that chamber is simply that much larger.

In truth, it is this communal nature of Andorian day-to-day living, and not any kind of racial standoffishness, that results in the relatively low number of Andorians serving aboard human-dominated Starfleet vessels (see page 81). It's simply more convenient to make allowances for psychologically comfortable crew- and passenger-quarter designs in ships built specifically for Andorians, where a typical "stateroom" is designed to sleep eight or twelve Andorians comfortably.

Religion and Spirituality

Ghalev turned, unable to look at Shieri's face. He sat down, exhausted, on the icy deck of the docking port, her body still beside him. He looked out into the stars, vast and silent, and was shaken to his core with horror.

"Ghalev, she is not dead. Merely transformed. Don't let your own loss blind you to the truth of that. She will be returned to us."

Ghalev turned his eyes to those of the old Emasha priest and saw only the hopeful light of an Andorian that knew death only through songs and rituals. "Thelor, be silent," he whispered. "I have killed my wife today. Your faith does not comfort me."

—Douglas Bell, *Ghalev: A Novel of Andoria*, 2253

There is no stereotypical Andorian attitude toward religion. Many Andorians are atheistic, either professing no particular faith or adopting the family or clan religion out of a sense of tradition rather than spiritual need or actual belief. Others are devout, following one of the dozens of state-recognized faiths that can be found throughout Andoria and her colony worlds. There are also Andorians who—secretly or openly—are devoted to one of two *forbidden* sects, war-worshipping religions beaten down in the wake of the Time of Lament but still surviving underground, the source of a distant but steady note of discord in Andorian society.



A MOSAIC OF FAITH

The *Kethni* Council of Andoria recognizes seventy-one "living" religions among the Andorians as of 2269, most of which have been recognized since the Council was established during the time of Lor'Vela, indicating that these faiths claim legitimate roots in Andorian antiquity. However, twenty-four of the religions are newer—established in the last six hundred years. Social change on Andoria is often reflected in the revision of old faiths and the creation of new ones, and the Council dutifully records and recognizes new splinters and fresh movements every few years. There is no official "state religion," and the only common denominator in Andorian belief is that truth is manifold. No religion holds "official" dominance in Andorian culture because all Andorian religions, even the most "fanatic" of the newer fringe cults, teach that all faiths are potentially "true faiths," that there is room in the universe for many truths, even apparently contradictory ones.

This relaxed attitude toward faith creates its own apparently contradictory truth: Despite a global history of liberal religious tolerance, Andoria is one of the few Federation worlds to have declared two of its own native faiths *entirely illegal*. These two paths—Yan Kava and

Terionism—each teach that war is the only natural state for Andorian society, and the proponents of each were the two most persistent and powerful groups opposing the unification of Andoria at the end of the Time of Lament. Hundreds of murderous riots and assassinations later, the freshly formed Council of 300, with regrets, declared the faiths to be outlawed, and they have remained so ever since. But neither faith has died—and both continue to be responsible for fresh acts of murder and terrorism.

While the Andorian government has no "state religion," many of the individual *kethni* do, perhaps 30% of them. Only a tiny handful of the clans are officially atheistic, and no *keth* actually *forbids* any religion to its members, apart from those already forbidden by the ruling of the Council. In fact, more than 25% of all Andorians *change* their religion at least once during their adult life; many consider a renewed choice of faith to be a sign of maturity and wisdom.

Brief descriptions of a handful of the most common recognized faiths of Andoria follow. Most other Andorian religions are either very similar to these, or are splinter faiths evolved from them.

Borvaeism

The prophet-philosopher-warrior known as Borva is believed to have lived during the *Kieloth*, a knight of Sheras gifted with magical powers of the mind and visions of the future. Although (unlike most venerated figures of the period) he never ruled his own kingdom or empire, he led, according to legend, nearly a million Andorians out of Sheras into Kul'Tan to form a new empire there. He would have been their emperor, presumably, but was slain on the eve of his own victory by his eldest daughter, Indra (known as "Indra the Ungrateful" to Borvaic scholars), who had blamed Borva for the death of her other parents.

Borvaeism is really a single name for a dozen of the recognized Andorian faiths—most splinter groups also claim the name "Borvaeism" and it can be difficult to tell them apart. Borvaeists believe in an afterlife—a kind of Valhalla-like place where warriors revel until the end of time, quaffing thick ales and dueling with zeal, unable ever to be killed again. Borva himself is a legend with perhaps a thousand distinct tales told of his deeds—a charismatic Andorian "superman" with the charisma to lead half of a great empire to pack their bags and walk away to begin anew under his leadership. The Borvaeists believe that the afterlife was built, by hand, by the spirit of the murdered Borva, who now invites his followers to leave behind the world of his treacherous daughter, to join him in an even better place.

Despite its colorful roots in the medieval warrior traditions of Sheras and Kul'Tan, Borvaeism holds a remarkably sober and pacifistic set of values, emphasizing the importance of pride in one's work, a veneration of handcraftsmanship, and the fundamental belief that war is not, by itself, glorious. Borva himself was a philosopher first and a warrior second, and raised his sword only when he believed that it would ultimately result in more stable peace in the long run.

Some small Borvaestic sects practice an unusual (and, to many Andorians, alarming) *six-partner* marriage tradition, in accordance with what is believed to have been the will of Borva himself (in an effort to provide stronger and more fruitful unions, to increase the scope of his following). Non-Borvaeist Andorians may legally be part of such marriages, but this is rare.

Centered mostly in Kul'Tan and southward along the Sheras coastline, Borvaeism (in its various forms) has the hearts of nearly 3% of the Andorians. They have several feast days throughout the year, some of which are somber banquets in honor of the dead, some of which are happy revels, anticipating eternity in the halls of the great knight. Borvaeism is the only major religion to have originated in Voral.

Eila Clahd

Originating in the northern reaches of the Enessi Mountains but popular all across Andoria, Eila Clahd is a nature-veneration faith, the followers of which believe that too much dependence on technology has a deadly "softening" effect on the skills and wits of Andorians. Many Eila Clahd devotees are still very modern (some even serving in Starfleet), but develop life habits that keep them in frequent contact with nature. Many Eila Clahd, on the other hand, shun modern existence entirely, choosing to live in deliberately "primitivist" communities. The largest of these, in Voral, includes a small city of 25,000 Andorians! Note also that "primitive" is a relative term—the Eila Clahd primitivists live at the later stages of Tech Level Four, with a technology roughly analogous to modern Earth just prior to the arrival of practical computer technology (which the Eila Clahd are particularly leery of).

Of particular importance to the Eila Clahd is the sacred nature of the hunt. For the Elia Clahd, hunting constitutes worship. Eila Clahd of all ages hunt whenever possible, believing it to be the ultimate tonic for the poisons of a technologically softened life. Advancement into the higher ranks of the priesthood is achieved by long and distinguished service to the church and community, and through increasingly more dangerous hunting rites. The highest circle of Eila Clahd leaders have all

successfully completed a "knives only" hunt of the deadly *makra*, the largest and swiftest land-predator on Andoria (page 36).

Emasha Yul

The forbidding lands north of the Kul'Sun, the remote and beautiful districts of Agrana and Irinari (pages 23-26), are home to Emasha Yul, the worship of the Six Hundred Gods. Andorians recognize Emasha Yul as the most ancient of their surviving pre-Lament faiths; its origins ultimately lead back to the warm lakes of the western continent, before the migrations which first populated Agrana several thousand years ago. Rich in fables, heroic tales, quirky gods and goddesses, and a tradition of beautiful artwork of all kinds, Emasha Yul is a faith that has captured the imagination and stirred the hearts of billions of non-Andorians. The study of Emasha Yul is a popular trend among those outworlders fascinated with galactic culture, and its ubiquitous presence in any documentary or drama set on Andoria marks it as "the Andorian religion" to many who don't realize just how many religions the Andorians really have.

There are many misconceptions about Emasha Yul. The most common of these is probably the concept of the "unpronounceable" words associated with the faith. Due to an early translation error, the Emasha Yulus concept of the *Edrus Kel* ("dreadful beauty") of some sacred words and phrases was mistakenly translated "unspeakable beauty" instead, leaving some pop-culture writers to jump to the conclusion that the Emasha Yul terms for the realms of the afterlife, and many of the names of the gods, were literally unpronounceable, or at least unpronounceable by those not properly initiated into the faith. While no respectable reference work repeats this error today, many popular novels and other less scholarly works perpetuate it, as well as less understandable errors, such as the common misconception that the Emasha Yul priesthood is forbidden to Andorian women.

The Six Hundred Gods themselves are quite a colorful community—most concepts have several gods each, competing for dominance. There are nine gods of commerce, for example, including Rotha the Thief (a kind of "God of Letting The Buyer Beware"), Veshanev the Many-handed (a goddess typically described as personally questing for a global state in which everybody is constantly trading, promoting community, friendship, and a healthy attitude toward the temporary nature of ownership), and Blind Uma, a god who punishes dishonest merchants with horrible skin diseases. The Emasha Yulus priesthood continues to write new stories about the gods, who evolve constantly over the centuries. The "living collaborative work" aspect of the faith is what makes it so fascinating to many non-Andorians, most of whom are used to religions based on a limited body of tales that are occasionally interpreted, but seldom given actual sequels. To the adherents of Emasha Yul, the stories written and told by the priests are assumed to be divinely inspired glimpses of cosmic truths, to be taken as literally as the Andorians take any other kind of faith. Of course, there are many factions of Emasha Yul that hold that certain "golden ages" of the past are more worthy of worship, on the theory that if you worship the gods for behaving as they did *then*, they are more likely to take notice and return to such behavior *now*. The devotees of Emasha Yul believe in reincarnation, and that it is the destiny of the Andorians and their gods to meet one day and form a new world where they will live together and finally learn from one another.

Hastra Bei Hastra

The name of this faith, in an ancient (pre-Graalen) tongue, means "Wisdom makes wisdom," and the followers of "Hastra Bei" (as it is often shortened, colloquially) hold that scholarship is itself a literally holy pursuit. Hastra Bei Hastra holds that no Andorian soul ever dies, and that life is cyclical—Andorians reincarnate again and again until their spirits are sufficiently wise. After hundreds of lives of dedicated study and practical experience, it is believed that the *bimota* (spirit) matures and *divides*, creating three hundred *beshi* spirits, born into new litters that year.

The *beshi* is a largish, gentle, white-furred mammal that many Andorians keep as pets, and which the followers of Hastra Bei hold to be sacred. The word *beshi*, in the same ancient tongue kept alive by the faith, means "infant"; the full term, *beshi bimota*, indicates the Hastra Bei belief that the animals are the "first stage" of a new soul. When a beshi dies, its next life is as an Andorian, one full of naïveté and wonder. Particularly childlike or naïve Andorians (or even members of other intelligent species!) are often called *breika beshi* by Hastra Bei followers—a playfully derogatory term meaning "barely not a *beshi*," or, metaphorically, "wet behind the ears." Conversely, a wise and experienced Andorian is *vota kresho*, literally "ready to burst."

A common "official" clan faith among the scholarly clans, Hastra Bei Hastra is one of the most common Andorian religions, with its followers comprising approximately 11% of the citizens of Andoria. It has no particular geographic center, although it is generally accepted to have originated in the Tharan highland regions, where *beshi* themselves are native in the wild. Hastra Bei Hastra followers all keep and raise as many beshi as they can comfortably afford (the few who are allergic to them are expected to do volunteer work for or donate charitably to animal shelters that take care of homeless *beshi*). They have only one holy day, *Lofa Maht*, occurring near the end of the Andorian calendar year. *Lofa Maht* is a day of almost

bacchanalian celebration and revelry, where wisdom is forsaken for a single day in order to revel in base experience.

Umarinism

Umarin is a very modern Andorian prophet; she lived in the city of Tarsk in the mid-22nd century, during the time when Andoria was awakening to the full scope of the population of the galaxy. Her father had been among the Andorian spacefarers that made contact with the *U.S.S. Challenger* when she was 16 years old, and she was present as her world and Earth "shook hands" and became friends, as the icy world that she had known as "Andor" became "Andoria"—one world among many.

Umarin received several visions, prophetic images that she claimed were from centuries in the future, when an alien species, a friend of the Andorians, would lose its spirit, its passion for life, and begin to stagnate. It was the role of the Andorians, she believed, to prepare for this day, to pick up the torch and carry the passions of both species onward. Once this happened, her visions told her, the Andorians would go forth into the galaxy to lead all the life they encountered to a new age of adventure, discovery, and self-improvement.

Long before first contact, the Andorians prided themselves on their passionate nature, and this idea, that Andoria was fated to be the flagbearer for both galactic advancement and passionate embracing of life, appealed to many and formed the foundation of *Umarinism*, a religion of Andorian-worship, of a kind. Over the past century, the Umarin cult has grown to nearly two million adherents, each devoted to a joyful, enthusiastic faith that stresses Andorian readiness for the coming task.

Umarin herself never revealed the identity of the "friend" that would lose its passion, and at the time of her visions (the first of which took place shortly before the founding of the Federation) there were many candidates. Some Umarinites believe that the friendly species in question is humanity; close second-place favorites are the Tellarites. A small subsect exists that is devoted to the belief that the prophecy refers to *Vulcans*—whom many Andorians feel are among the most passionate aliens they've yet encountered, even if they can't be brought to admit it themselves. While each faction of the Umarin faith works hard to advance its particular theory, the "schisms" are friendly, and the Umarinites seem genuinely capable of the kind of cooperation they're preparing themselves for.

ENTERTAINMENT AND EXPRESSION

"I'd read the novel, you know. Ghalev. Everybody was reading it at the Academy, and my wife and I were just dating then, and she loved it so I read it. It didn't quite prepare me. On the one hand, I expected everyone to go armed, that I might have to fight a duel to get a good room at the ski lodge. On the other hand, I expected the weather to be milder, more Earthlike, with all those coppery sunsets and brisk breezes Bell was so hung up on.

Both expectations turned out to be a little silly. Most of the Andorians at the lodge were dressed just like we were, no weapons in sight except the antique ones hanging over the fireplace, and it was so cold and the air was so still and quiet that I swore I could actually hear my face cracking by the time we hit the slopes. But God, we loved the food, and I still cry sometimes, when I think about that play. We're going back next year, for our ninth anniversary."

—Commander Robert Likins, Security, U.S.S. Constitution

Food and Drink

The Andorian senses of taste and smell differ somewhat from that of other humanoid species, so the reaction of a non-Andorian to an Andorian meal can range unpredictably from culinary rapture to instant nausea. The native cuisines of Onshoma, for example, are excessively salty—which to



the Andorian taste receptors produces a sensation comparable in some ways to spicy peppers in Earth food! To the Andorian palate, salt is a challenging, brisk flavor, clean and powerful, and frequently overdone in the name of machismo. Onshomans in a playful mood won't hesitate to hand an unsuspecting human a bowl of *esh'esh*, loaded to the brim with salt, in order to tease him when he begins groping for a glass of water. (Onshoman soup parlors are ubiquitous on Andoria, making it a common risk for the uninformed tourist, though traditionally the joke is followed by a free meal, with much less salt, to avoid hard feelings.)

Where Andorians share tastes with other humanoids, some very popular foods result, from the creamy and dense *theldolni* ("Andorian tuber-roots") to the rich, earthy flavor of Andorian ale. *Theldolni*, a basic starch, can be served any number of ways, but the traditional Kul'Sunus style (steamed, flavored with rendered Andorian bear fat, and heavily spiced) is coming into vogue in many parts of the Federation. On the other hand, some very popular Andorian favorites (such as Irinari Drunken Insects—a "sampler platter" of live bugs swimming in sweet Agranu wine, eaten whole) never seemed have to catch on with humans. In general, Ka'Thela is the source of most of the trendy (and often expensive) Andorian cuisines; traditional Voralan food is often earthier and simpler, hearty "peasant food" designed to keep an Andorian alive and warm during the icy winter nights.

Sports and Games

Andorians are competitive, and sports and games form an important part of every Andorian culture, with the combat arts forming the basis of most traditional spectator events. While the *ushaan*—the ritual duel itself—is a private affair carried on behind closed doors, public duels for sport are a good way for a young Andorian to make a reputation for himself, enjoy the thrill of a crowd, and face an opponent's blade without serious risk of death. Such sport dueling isn't normally a one-on-one sport as boxing and other combat sports are on Earth, however. Public duelists form teams of three to ten duelists, who compete with opposing teams in complex rounds of elimination (some of the rounds focusing on single combat, but with final rounds featuring a group *mêlée* made up of the surviving champions from previous rounds). Some very colorful modern duels are fought under difficult conditions to make the duel more interesting: while climbing simulated (or actual!) cliffsides, skating or barefoot on sheets of ice, or in total darkness, with night-vision cameras providing a view of the fight for the audience. Similar spectacles (and an almost identical team structure) exist for all forms of Andorian martial arts, including bare-hand fighting techniques.

Also extremely popular is the fairly brutal sport of *kochek* (see the descriptions of *Keth* Claness and *Keth* Ghorev on pages 62-63), a three-team team sport played on ice (not, however, on skates—*kochek* athletes wear spiked footwear). The sport (the name of which means, literally, "a little piece of war") is played in seven timed scoring periods, with the "down team" alternating through the first six periods. While there are three teams involved in each game, there are only two sides in any given scoring period, with two teams ganging up on the "down" team, which must achieve a number of dangerous goals against a force that outnumbers them two to one. The final round of each game is a free-for-all with each team out for itself, but accusations of final-round "tag-teaming" are common, and the resulting controversy has led to many follow-up "bouts" on the linen of the *ushaan*.

Due to the community-minded nature of the Andorians, games that don't involve teams in some way are rare. The Andorians greatly prefer cooperative competition, even in nonathletic parlor games and strategy games played at home (there are very few Andorians who have embraced chess, for instance, but contract bridge has gained a wide following). The only "solitary" form of sport favored by Andorians is hunting, and even that is usually a social activity. (The *ushaan* is one on one, but is regarded with sober dread by any well adjusted Andorian, even one accustomed to it; and very few regard it as recreation!)

Music and Drama

Andorians are a people of often-violent passion, and the story of Andorian civilization is *really* the story of how Andorians have taken their passions and given them constructive (or, in some cases, more selectively destructive) focus. This has resulted in one of the richest artistic histories of any known world, with a variety, volume, and intensity of output that belies Andoria's sparse population and survival-oriented roots. While the Andorians have explored every form of artistic expression from poetry to ice sculpture, the two defining Andorian art forms are ephemeral: live music and live drama.

There is a good deal of overlap between the two. Andorian musical styles focus as heavily on performance as they do on the sounds themselves, and most pieces of music, even casual social music like Andorian blues, tell specific stories and involve a certain amount of persona-adoption on the part of the performer (even if the "persona" is just the performer himself, sharing a work that describes some part of his own life). Likewise, Andorian drama always involves music in some way—Andorians have many forms comparable to opera, and even dramas that aren't "musical" throughout are performed with live musicians providing a

score, and typically have at least one musically inclined character. The Andorian fascination for alien histories recently led them to discover old Earth-style "Broadway" musicals, as well, and the Andorian interpretations of the concept have caused many a raised eyebrow, giving visiting humans an opportunity to practice the arts of diplomacy when asked to comment.

INSIGHTS AND QUIRKS: THINKING IN ANDORIAN

When discussing the Andorians, it's easy to get caught up in romantic terms; we are captured by their own love of their way of life; it's infectious. But let's not forget that their loyalty, honor, even their love of keth and family, have a dark side, reflected in centuries of problems with organized crime. And once they met the Orions, it was a marriage made in hell.

–Jaro M'vatti, Bakno UmorKaa ("Trouble in Paradise")

This section is a semirandom sampling of insights into the Andorian outlook–personality traits common to many Andorians, and notable differences between Andorians and other species. Together with the rest of this chapter, these form a detailed but still *generalized* portrait of the "typical" Andorian. Narrators and players alike should keep in mind that individual Andorians will vary from this "cultural baseline" to some degree. Players with Andorian characters, on the other hand, should keep in mind that many non-Andorians may simply assume such traits before they get to know your Crew member.

Fascination with History: Andorians, perhaps because they still lack so much of their own history, have developed an interest in the histories of all species and cultures. By the 24th century, it will have become common to find Andorian scholars teaching native history in the schools of just about any world in the Federation! Andorians view history as a foundation of identity, and their love of it has proven valuable to Starfleet and many allied worlds. One result of this trait is that Andorians tend to assess a new species by its past as much as its present, which can be difficult particularly if that past includes events that the Andorians can't personally identify with. They're likely to be forgiving and understanding of a world that ripped itself apart with wars and feuds, but must work harder to objectively study one that champions glorified ideals that contrast with Andorian selflessness and familial virtue.

Fascination with Vulcans: Vulcans and Andorians are, from a certain point of view, a study in contrasts. Both species were nearly destroyed by their passionate and violent natures, but while Andoria found salvation in carefully channeling and expressing emotion, Vulcan found it in the pursuit of logic and the abandonment of feeling. Andorians find this incredibly fascinating, and things Vulcan always seem in vogue, to some degree, among Andorians. The larger starports of Andoria itself are riddled with Vulcan restaurants, theaters featuring plays about Vulcans, and so on. Some Andorians even take up the formal study of some of the Vulcan philosophies, putting a native Andorian "spin" on them, treating the Vulcan pursuit of logic as a very focused and particular *passion*.

Cultural Bonds with Tellar: While the Andorians have an almost abstract fascination with Vulcan, they have a deep and genuine affection for Tellar. Despite a patchy, on-again-off-again history politically, the Andorians and Tellarites always found that they had more in common with one another than with the humans, Vulcans, and Centaurans when the Federation was first established, even if, at times, it's simply the joy they take from intellectually sparring with one another. Culturally, the Andorian affection for Tellar is reluctant to play itself straight, manifesting in the form of satirical essays, drama, and song. Significantly, the number of essays, dramas, and songs about Tellar and Tellarites outnumbers that of any other subject species (even the popular Vulcans) by at least three to one. Publicly, the quietly passionate blue warriors and their blustery, vocal, snouted neighbors would be the last to admit their fondness for one another, but the evidence of it is a constant on both worlds.

A Reverence for the Natural State of Things: Andorians are loath to modify environments too drastically. Unlike most other Federation worlds, which have embraced terraforming as a valuable tool in developing livable colonies, the Andorians are uncomfortable with anything but the simplest acts of landscaping, let alone whole-planet modification. A belief that every planet (and other things, including clans, communities, works of art, etc.) has a *personality* and a kind of "soul" is an Andorian principle that seems to transcend their diverse collection of religions. Terraforming, to the Andorians, is at best a sign of weakness (since it demonstrates a lack of ability to withstand diverse environments) and at worst an act of desecration.

Few Nudity Taboos: Since Andorians have a much more "communal" way of life than most humanoids, having survived for millennia in wood, earth, and ice lodges kept as warm and crowded as possible, nudity has never been taboo in most Andorian cultures (consequently, it also lacks most of the erotic connotations that it maintains in cultures where being naked is something less ordinary). Many Andorian forms of performing

art, such as the *amdanalnar* (the ritual recreation of famous duels), are frequently performed with white body-makeup or other decoration. Public nudity is legal on all parts of Andoria, but seldom practiced outdoors.

The Dark Romance of the Sea: The oceans of Andoria are cold (except those parts that boil with undersea volcanoes!), filled with chunks of deadly ice the size of skyscrapers, and populated by enormous and mysterious animals. The sea, on Andoria, is death, and most of the more terrifying Andorian visions of a horrible afterlife (*Ahrasath*, the Andorian "Hell") are associated with the ocean—either a horrible land across the sea, or an eternity of drowning within it. Until recent centuries, the Andorians had no sea travel to speak of, only a handful of doomed ships attempting to manage watery trade routes and ending up instead with watery graves, trapped in a field of ice or smashed by a jagged berg. Unlike humans, who relatively early in their history began seeing the sea as a highway of possibilities, a path to warm tropical islands and distant lands, the Andorian view of the sea is that of a black chaos of cold, fire, and monsters.

KETHNI UTLON: THE BOOK OF CLANS

The Andorian *kethni* (clans) are the basic unit of community on Andoria, in a manner unique among Federation worlds. In the centuries prior to the Time of Lament, the clans were simply extended families of allied bloodlines, not unlike the clans of ancient Scotland, on Terra. Most of the nations of preindustrial Ka'Thela, in particular, were founded as clan confederations, even if they didn't always stay that way. Voralan *kethni* were smaller and less politically significant (they were "families" in a much more linear sense), but Voral adopted the Ka'Thelan clan style after the conquests of Krotus in the early 14th century.

Things are different today. In the Andorian society of the 23rd century, Andorian *kethni* are corporations, cultural enclaves, societal experiments, bureaucracies, universities, and more. Clans often specialize, priding themselves on being the source of a particular area of expertise or of a particular service, or even the keepers of a distinct philosophy or lifestyle. Over the past four hundred years, the practice of abandoning the clan of one's birth for the clan of one's preferred way of life (without the ancient traditional formalities of marriage or ritual murder) has dropped in and out of vogue in constant cycles. If a modern Andorian wishes to devote his life to archaeology, for example, he can do little better than to swear his allegiance to *Keth* Aniri, Andoria's foremost (and wealthiest) leaders in that science. Some conservative "traditionalist" clans (notably *Keth* Athrun and *Keth* Idrani) vocally oppose the "casual" declaration of altered clan allegiance, which may explain their own declining numbers.

The process is, of course, far from casual: It is an expensive, bureaucratic tedium, requiring not only extensive time in the courts, but also influential sponsorship in the receiving *keth*. Yet more and more, it is becoming less a matter of fashion and more a matter of practicality, and many younger Andorians don't see anything wrong with it at all.

The modern form of the Andorian clan began in the late 18th century, when *Keth* Ivari engineered the first Andorian space age, defining their clan for all time as the "space agency" of Andoria. The Ivari clan gained such popularity, wealth, and respect that other clans began making a point of exploring their own strengths and advertising them—everything from clan wine labels to the earliest clan "corporations" specializing in industries that the clans had already had steady interests in. The importance of Ivari's achievement is debated by some modern historians, who point out that 18th- and 19th-century Andoria was a world of societal change in many ways—that the "new" way of viewing the clan role was as much the rebellious trend of an era of upheaval as it was an imitation of Ivari's success. Both are likely factors, and at any rate clans began reforming themselves, slowly, along lines of community that had little to do with ancestral lands and ancient bloodlines. Clans infamous for a particular role were no longer quirks of history, they were a deliberate pursuit.

The modern *keth* blends all these elements, providing many Andorians with a vital sense of identity, purpose, and belonging. Andorians take pride in both the modern role and the ancient (often mythical) history of each clan. *Keth* Uporu, an ancient clan once associated with assassination and now famous throughout the Alpha Quadrant as one of the Federation's most cunning legal firms, wears the irony with good humor and genuine pride, and their *atlolla* (chieftain) is one of the most respected speakers in the Council of 300 (and, befitting an *atlolla*—lawyer, artist, pastry chef, or otherwise—he is a fearsome master of the blade bearing the scars of dozens of duels).

A Cross-section of Clans

Every *keth* is structured differently, according to its needs, function, age, and size. The Narrator should feel free to be creative—some of the clans have decidedly baroque forms of self-government! However, all Andorian clans have two common denominators in their structure: Every *keth* has a "chieftain," the *atlolla*, and every *atlolla* has lieutenants, the *atlollni* (singular: *atloll*). (Every clan also has a clan historian, the

GAALEN POLT

Andorian Male, Smuggler

Not every *keth's* tale is one of honor, not every legendary Andorian is a hero to his people. For some, like Gaalen Polt, the winds of fate blow more strongly and colder then the body can take. The wind has blown Gaalen far off course and only those same winds know how to bring him back.



Background/History

Gaalen Polt was born in a small and not very influential clan native to Kul'Tan. The clan, *Keth* Polt, was mainly a shipping corporation, bringing goods to and from Andoria and its colonies on the Orion border. Though neither large nor powerful, the clan kept its traditions diligently and always placed *keth* and family before all else.

This was the world Gaalen grew up in and he loved every moment of it. He learned the *Keth* Polt dialect and mode of dress, ate and made many traditional Polt dishes, and longed to grow up and join his fathers, mothers, and fellow clan members as traders and spaceship crew.

Unfortunately, such was not to be. Showing little profit as a mercantile operation and having little say on the Clan Council, *Keth* Polt was dissolved. In addition to its financial problems, rumors of smuggling and other underhanded dealings with the Orions made disbanding the clan the most honorable and painless solution. Gaalen, however, did not agree with the decree. At the age of 14, ready to begin the teaching and trials that would lead him to a position on a Polt tramp freighter, all his dreams were dashed. While the other members of his clan worked to get accepted into other, existing clans, or tried to start up new clans of their own, young Polt and a handful of others departed Andoria to keep the *keth* of Polt alive, albeit somewhere else.

The bulk freighter Gaalen and his comrades had liberated eventually traveled into Orion space. There, Gaalen met an Orion named Emini Momed. He offered Gaalen and the other remaining "True Polts" (as they called themselves) positions in his fleet. Over the next few years Momed took Gaalen under his wing and showed him all the ins and outs of operating a cargo freighter. Gaalen learned about astronavigation, how to minimize full costs, and how to avoid paying tariffs on certain merchandise. By the time he was 25, Gaalen Polt had his own command, a small but effective freighter called *Polt's Legacy*, with his wives and husband as his bridge crew.

Two years after receiving his command, Gaalen was stopped by a Federation patrol ship while making a run of medical supplies to Cimera III. According to the Starfleet officer who came on board, a number of vessels with the word Polt in their names were smuggling drugs and other illegal substances to a variety of Federation worlds. Gaalen took this to be a direct accusation against his honor, and before anyone knew what was happening he had stabbed the officer, killing him. Moments later, he forced his ship off the docking tube of the Starfleet vessel and went to maximum warp.

Gaalen Polt is now a wanted man. In his view of the events of his life, he sees himself as a free spirit and a hero. To him it is bureaucracies like the Clan Council and the Federation that are the true evil. He, in his own mind, is simply trying to survive and prosper in a galaxy that has no sympathy for the small and less powerful.

Appearance

Gaalen is a young and handsome Andorian male with very dark blue skin. He is of average height, but appears to be somewhat underweight. A thin diagonal scar crosses his right cheek, stops about 5 centimeters below his eye, and then continues again about 2 centimeters above it. He wears traditional Andorian clothing that will appear visibly out of date to the average Andorian citizen.

Personality/Roleplaying Notes

Gaalen Polt is a very troubled young man. He is unpredictable, much too proud for his own good, and no longer able to tell right from wrong. At this point he is simply living life like a snowball going down a mountain. He can't stop and seek solace with the other "True Polts" for fear of leading Starfleet to them. His problems build and build with each wrong choice he makes in life and he doesn't know how to stop them.

Gaalen makes for a fine villain, but might be better utilized as a frightened, confused victim of tradition and one very poor choice. Playing him as someone subconsciously looking to get caught so that someone can help him might be more interesting than using him a straight out "bad guy."

Attributes

Fitness 3
 Vitality +1
Coordination 3
Intellect 2
 Logic –2
 Perception +1
Presence 2
Psi 0

Skills

Athletics (Jumping) 1(2)
Bargain (Rigel Run Markets) 2(3)
Computer (Programming) 1(2)
Culture (Andorian) 2(3)
 (Orion) (3)
History (Andorian: *Keth* Polt) 1(3)
Language (Andorian) 2
Law (Andorian) 2(3)
(Federation) (3)
(Trade Regulations) (3)
Personal Equipment (Electronic Clipboard) 1(2)
Primitive Weaponry (Hrisal) 2(3)
Shipboard Systems (Flight Control)
Space Sciences (Astrogation) 1(2)
Streetwise (Orion Syndicate) 1(2)
World Knowledge (Lambda Orionis III) 1(2)

Advantages/Disadvantages

Excellent Hearing +2 (due to Antennae)
High Pain Threshold +2
Clan Shame –1
Dark Secret –3
Wanted –3 (by Starfleet an

keth'thrasi, but he cannot customarily also serve as *atloll* or *atlolla*.) The *atlolla* embodies the heart and soul of the *keth* and is charged with protecting its honor, expanding its influence, and representing the clan in matters of regional or global government. The terms "president" or "dean" or "CEO" or even just "boss" are often more accurately descriptive translations than "chieftain," but the Andorians themselves like the connotations of that translation best and prefer it. The *Kethni Vrinia* ("Clan Council"), Andoria's ruling body, is made up entirely of the *atlollani* of the represented *kethni*, or clans.

A brief sampling of Andoria's more than 50,000 clans follows. A new *keth* appears every Andorian year (a growth rate limited by law), and every four or five years a clan is declared "dead"—expired with no further members or influence. A Council-approved committee updates the official registry, the *Kethni Utlon* ("Book of Clans"). Unless otherwise noted, the *atlolla* of each of the clans listed here is among the 300 with a seat on the ruling Council.

Keth Aldin: A clan of scientific explorers, specializing in xenoarchaeology (exploring the ruins of alien worlds). Many noted Starfleet archaeologists have been Andorians of *Keth* Aldin, founded in 2070 on Cimera III. It is one of only nine "colonial" clans to have earned a seat on the Council.

Keth Aniri: A clan devoted to native Andorian archaeology (although they often join with *Keth* Aldin in their extraplanetary expeditions). *Keth* Aniri, like a handful of other clans devoted to history and related sciences, has a rare distinction: Its *keth'thrasi* and its *atlolla* are traditionally the same person. Aniri and the other "history clans" are powerful political players, since the knowledge they uncover (or, as some slanderously suggest, carefully *fail* to uncover) can affect the reputation and standing of any other clan. They are, if they wish, brokers of history, a very valuable coin in Andorian society. The clan's public record is spotless, despite the jealous claims of many, and offworlder expeditions have supported its findings in nearly all cases, as well.

Keth Athrun: Traditional military clan, a key member of the Jonava Confederation military in the pre-Lament years. Today, it specializes in fighter pilots, both for atmospheric craft and space fighters. *Keth* Athrun shamed itself in 2249, when its *atlolla*, Ghinev, elected to name a champion in a significant land-dispute duel rather than fight it himself. That his champion won (killing a long-time rival of Ghinev's) didn't help matters any, and Ghinev himself passed on leadership of Athrun to his son shortly thereafter. The clan is still living the event down, but its peerless performance in its chosen specialty earns it regular praise and honor.

Keth Avola: The founder and prime proponent of the Rites of Avola, a ritual philosophical and spiritual movement codified in the 1950s, claims roots that go back as far as 941. Those born to *Keth* Avola are strongly encouraged to pursue the clan's most notable scientific specialty, the treatment of mental and emotional disorders and the promotion of mental health. In later periods (the time of the ***Star Trek: The Next Generation RPG***) the Andorians of *Keth* Avola are often found serving Starfleet in counselor positions, and teaching counseling and psychiatric technique at Starfleet Academy. Despite the spiritual nature of the clan, the Avola approach to mental health is not only up to date, but recognized by all authorities as progressive and—most impressively of all—almost universally applicable to the sentient species that make up the Federation.

Keth Birev: The engineers of *Keth* Birev are "the railbuilders," responsible for more than 70% of the extensive railroad highways that form the transport infrastructure of Andoria. Birev historians claim that the earliest wooden-rail systems employed by Andorians in the 13th century were the results of their ancestors' work, and other Andorians tend to nod and smile at this (no evidence to support or topple the claim has ever been revealed). The Andorian gaussian repulse-driven rail systems are among the most advanced of their kind, although the Andorians still make use of all forms of rail transport, from iron-rail systems hundreds of years old to a series of ballistic-tube transports. *Keth* Birev maintains them all and is one of the most diffuse clans, with members on virtually every part of Andoria.

Keth Claness: A predominantly Dharan *keth* specializing professionally in mining interests and energy production (particularly geothermal power and "start-up" antimatter units for colonial usage), the Claness Andorians are also known in recent years as some of the best *kochek* athletes on Andoria, displacing *Keth* Ghorev's, who for years were unrivaled *kochek* masters. (*Kochek*, a three-team outdoor sport often called a cross between Tellarite soccer and Klingon *dok'va*, was invented in 2045—see pg. 58.) The current rivalries between the two clans (and a recent trend in high-skilled *kochek* players from *Kethni* Idrani and Rimosi) cause a lot of excitement on Andoria, as *kochek* matches have become, over the past seventy years or so, something of a phenomenon. A recent duel over a *kochek* gambling operation led to the death of a respected Lor'Velan priest and to investigations into Orion

organized-crime ties, but *Keth* Claness was cleared of accusations of clanwide match fixing by the laws of the duel.

Keth Dovoro: Infamous on many worlds as some of the most cunning financial wizards in a Federation slowly edging away from traditional models of economics, Dovoro clan members are the masters of the Andorian investment market. *Keth* Dovoro is also the native clan of some of the most noted mathematicians in Starfleet, as Dovoro theories of economics are so involved that they've introduced entire new mathematical disciplines. *Keth* Dovoro Andorians also have a reputation, only partially deserved, as surly brawlers and incurable drunkards, following dozens of closely timed incidents in Lor'Vela and Tarsk in the '50s. This global clan maintains holdings and allied bloodlines on every corner of Andoria and in the colonies.

Keth Dra: A small Tavdan clan, *Keth* Dra has devoted itself almost entirely to astronomy, space navigation, and related sciences and arts. Dra was in many ways the "silent partner" of Andoria's reaches into space, the quiet and unassuming ally of *Keth* Ivari (and the few clans who competed with them to reach the stars). Dra Andorians constructed (and still run, almost entirely) the famous Andoria VII Observatory, and can be found at many other great astronomical facilities throughout the Federation. Recently, Ishanev Dra, the celebrated composer of *The Dying Man Concerto* and other works, has brought the clan notoriety into entirely different circles.

Keth Endilev: What most offworlders think of as "Andorian ale" is in fact *Keth* Endilev ale, a frothy golden beverage fermented from a complex cocktail of native starches and flavored with the seeds of the *ivlova* fruit (many other "ales" are made on Andoria, but few others are exported, except to isolated specialty markets). One of Andoria's most popular exports, the Endilev ale is beloved by Andorians as well, and Endilev clansmen have a well deserved reputation for being cheerful family businessmen, good brawlers, and fine hosts.

Keth Ghorev: Known for almost a century as the unrivaled master of *kochek*, Andoria's most popular team sport, *Keth* Ghorev is associated with twenty-nine well regarded *kochek* teams spread across Andoria's continents. In the past few years, the success of *Keth* Claness has been a clanwide embarrassment to the Ghorev Andorians, and two infamous duels have thus far resulted. The Council of 300, eager to avoid some kind of modern *keth* feud arising from something as trivial as sports fanaticism, has publicly encouraged more duels if necessary—the first public endorsement of fresh duels in many years. Ghorev craftsmen are respected makers of personal armor and other protective wear, and Tonu Ghorev is the inventor of *ishlin*, a popular social parlor game.

Keth Idisha: Idisha is an ancient clan of eastern Kul'Sun, known both for its unparalleled stage dramas (the *Keth* Idisha theater, in Lor'Tan, draws in more than 7,000 offworld patrons per year, in addition to its huge Andorian following) and for being the best blade-makers on the Ka'Thelan continent. "Idisha" is almost a synonym for "blade" among Andorians who are serious about their weaponry (most of them!); and the swords, in particular, are prized throughout the quadrant. (In the 24th century, a famous Klingon commander will make news across throughout Federation space by trading his own *mek'leth* for an Andorian *chaka* made by Idishu bladesmiths, as a gesture of the new peace with the Federation.) According to legend (fiercely defended—on three historic occasions to the death—by the Idisha) *Keth* Idisha blademakers were the private weaponsmiths of Krotus, the Conqueror of Andor.

Keth Idrani: The Idrani, historically, are the most successful *hrisal* fighters on all Andoria, and are in fact a purely "warrior clan" specializing in archaic hand-fighting. Their reputation extends even to non-Andorians, and in the Federation at large they are often referred to as the "Andorian Guard" due to their most famous service: ceremonial honor guard to the Council of Clans itself. The Idrani claimed the right to stand guard over the Council meeting chambers from Lor'Vela herself, who credited the Idrani with several crucial defensive battles in the last days of the Time of Lament. Individual Idrani are often valued bodyguards, security specialists, and (reportedly) Am Tal operatives.

Keth Ivari: Prior to the 18th century, *Keth* Ivari was a respected but insignificant clan in the Jonava Confederation of northern Kul'Tan, known mostly for its success in mining and metalwork and for its almost-manic, dancing knife-fighting style. In 1764, *Keth* Ivari put the first Andorian into orbit ("without punching him," as the common joke went at the time), and in the following years pioneered the first Andorian space age. After the *New Andoria* disaster in 1906, *Keth* Ivari was nearly shamed into dissolution, but they became the planet's saviors in 2073 with the construction of the heat-trapping satellites that prevent Andoria from freezing solid.

Keth Ivos: This clan made its mark on Federation history many years ago, when 25% of the scientific team developing the current Starfleet-standard "universal translator" technology were Ivos Andorians. Ivos is still dedicated to the linguistic sciences

LELVA "SMESH" ATHRUN

Andorian Male, Renegade

Sometimes danger lurks in the most unexpected of places. In this case, it lurks in the heart of a 12-year-old boy. Blaming humanity for the death of his parents, Lelva Athrun, or "Smesh" to his friends in the Andorian terrorist underground, is potentially more deadly then any hrisal master. He is the weapon that goes unnoticed.

Background/History

Lelva is the child of two Andorian officers serving on an all-Andorian Starfleet cruiser, the *U.S.S. Lor'Tan*. His father was the vessel's first officer, his mother a senior science officer. Lelva's other two parents were civilian contractors for Starfleet, killed while working as cargo managers when Romulans attacked the deep space station they were on. The *Lor'Tan*, moving to assist, was caught in an ambush, and Lelva was orphaned at age six.

Lelva was placed in the custody of his closest blood relative, his father's cousin Graelt Athrun. Seemingly a loyal Andorian merchant and mercenary contractor on Rigel V, Graelt is actually a secret inductee into the renegade *Keth* Ucalnath. (It's up to the Narrator whether one of Lelva's parents was also secretly a renegade, betraying the convoy to the Romulans, unknown to Lelva.)

Graelt took in his young nephew and raised him in a small, almost ghetto-like community on Rigel V. Lelva learned all the things a growing boy needs to know. He learned to respect his elders, his heritage, and his clan. He learned how to handle a *hrisal* and a *chaka*. He learned to blame Starfleet's incompetent weakness for his parents' death. Of course, he also learned how to sabotage a plasma conduit so that it looked like an accident and the proper way to build and use a polaric detonator.

Now the Ucalnathi throughout the Rigel system know of the mysterious operative known as "Smesh." Lelva earned the nickname from his expert use of demolitions, "smesh" being the way Andorian children say "boom."

Appearance

Lelva stands just over a meter in height and appears very thin, almost to the point of being undernourished. His ever-dirty face is in sharp contrast to the pure white mop of hair that sits on his head. He has bangs that nearly cover his eyes. His skin tone is deep cobalt and his antennae are quite long.

Personality/Roleplaying Notes

When playing with his friends on the street or talking in public with his "father" Graelt, he is the symbol of a cute and well adjusted little boy. He is polite, friendly, and helpful to any and all who meet him, even to Starfleet officers (though he will not trust them, he will appear to be trustworthy himself).

In action as "Smesh," Lelva becomes silent, cold, and feral, resembling a predatory animal more then an Andorian child. The same Starfleet officers to whom he gave directions a moment ago will now be stalked through the streets like wild game, measured for weakness and danger.

The Narrator should use Lelva as a sort of "Wolf in the Fold." If you need a mystery with a truly surprise villain, especially one with a grudge against Starfleet, "Smesh" is your man, er, kid. At the same time, anyone with knowledge of or skills in psychology may try to help the angry youth (this would be a great way to exercise the skills of a ship's counselor if the situation were adapted for use in the 24th century).



Attributes

Fitness 3
- Vitality +1

Coordination 2

Intellect 2
- Logic –1
- Perception +1

Presence 2

Psi 0

Skills

Athletics (Running) 1(2)

Culture (Andorian: *Keth* Ucalnath) 2 (3)

Demolitions (Primitive Demolitions) 2 (3)

History (Andorian: *Keth* Athrun) 1 (2)
- (Andorian: *Keth* Ucalnath) (2)

Language (Andorian) 2

Law (Andorian) 1(2)
- (Federation) (2)

Primitive Weaponry (*Chaka*) 2(3)

Sleight of Hand (Conceal Weapons) 1(2)
- (Pick Pocket) (2)

Stealth (Hide) 1(2)

Streetwise (Andorian Underworld) 1(2)
- (Locate Contraband) (2)

Unarmed Combat (*Hleshvalath*) 1(2)

World Knowledge (Rigel V) 1(2)

Advantages/Disadvantages

Excellent Hearing +2

High Pain Threshold +2

Resolute +3

Dark Secret –3 (Andorian Renegade)

Sworn Enemy –3 (Starfleet)

Vengeful –3 (Starfleet)

and maintains "clan houses" on dozens of non-Andorian worlds, where Ivos clansmen can stay and enjoy traditional Andorian food, music, and culture when studying alien communication throughout the Alpha Quadrant.

Keth Kaleth: The infamous "beast clan" of Andoria is *Keth* Kaleth. While frequently overdramatized in popular fiction and holodramas (Kaleth Andorians don't "go wild" to get in touch with their "bestial roots," as some portrayals suggest!), *Keth* Kaleth is in fact noted for a singular fascination with animal life, both Andorian and alien. Kaleth fighting styles are often based directly on animal combat, they are the builders and maintainers of some of the most impressive zoological parks in the quadrant, and the more scholarly Kalethni include a number of respected scientists specializing in zoology and related life sciences.

Keth Kor: The self-proclaimed "most powerful clan of Andoria" is a clan used to influence, historically speaking. Korus Andorians feature prominently in many of the legends of Voral, and in the middle of New Sheras an ancient castle that has never left the hands of the Kor bloodlines still stands, attracting millions of visitors each year. *Keth* Kor was a noble line of kings and emperors for millennia, a fact undisputed by even its most impassioned opponents, and it still works hard to keep itself wealthy, influential, and respected, even to the extent of humiliating clansmen who fail to meet its standards. Publicly, most of the famous Korus Andorians are well liked. They take pride in their ability with sport skiing and mountaineering, and have a kind of "romantic adventurer" reputation, with some Kor sportsmen and -women qualifying as genuine celebrities and even sex symbols.

Keth Omtala: Artisans and fighters, the Omtala Andorians are known for some of the most beautiful cloth-weaving arts within 500 parsecs, producing effects that combine traditional fibers with modern techniques. The results are colors, textures, and even responses to lighting unique to Omtalu creations (although cheap imitations can be found in shops anywhere in the Federation). Most Omtalu textiles are not only highly prized, but also impossible to replicate satisfactorily, making them a valuable export, prized to the borders of the Federation and beyond. Many Omtala are also known for their skill at bare-hand fighting, and several distinct Omtalu fighting styles (complete with stunning traditional fighting robes) are as well regarded as their textiles.

Keth P'Trell: This clan's symbol—a stylized Andorian heart coiled in the grip of a snow-white serpent—is also the Andorian symbol for the practice of medicine. P'Trell is a *keth* agreed to be at least 1,500 years old, dating back to the "classical" periods of Andoria's cloudy history, and it takes credit for most of the medical advances made in the history of the species. The clan homeland, in the rolling Oscoru Hills west of the Tharan Mountains, is also home to the Andorian campus of the Leei'vor'na Medical University, a cross-quadrant academy and research foundation created by the Centaurans in 2170.

Keth Rimosi: In the earliest days after the Time of Lament, Andoria seemed undecided on the value of electronics in general and of multipurpose computers in particular. Computers were still in their infancy when the cannons fired on Tarsk, and many believed that computers, which had been causing revolutions in Andorian commerce, may have been a contributing factor to the wars that nearly destroyed Andoria. So, in Lor'Vela's day, Andorians were notably timid about computers—except for *Keth* Rimosi, whose scientists and scholars revived the pre-Lament technologies and gave them a new lease on life. For decades, Rimosini wandered Andoria proselytizing, putting out the word that computers weren't evil, that they could accelerate the healing of the world. On modern Andoria, *Keth* Rimosi is the foremost source of advanced computer technology and has contributed many designs crucial to Starfleet's own systems.

Keth Ucalnath/Culna: When this clan is mentioned in polite company, the normally straightforward and plain-speaking Andorians are often left speechless. The warriors of *Keth* Ucalnath are among the most respected and honorable in known Andorian history—but Andorians feel a collective sense of shame for their behavior over the past century. The leaders of *Keth* Ucalnath were among the most vocal (and physical) opponents of the Andorian participation in the United Federation of Planets, and the only opposing clan which refused to accept the final judgment of the Council (causing *Keth* Kor, which had been sponsoring many of its interests, to "disown" it). After a series of recent acts of terrorism against both Andorians and aliens on Andoria and on other worlds, Ucalnathi Andorians split into two clans, Ucalnath (known across the Federation as the Andorian "renegades") and Culna, a small group of former Ucalnathi loyal to Andoria who believe that the Federation has proven itself worthwhile. The Council of 300 shocked the Ucalnathi by expelling them from the council for supporting acts of terrorism and by giving Council status to the Culna *atlolla* instead.

Keth Uporu: The foremost legal minds of Andoria. From a time early in the *Kieloth* up through the Time of Lament, the Uporu

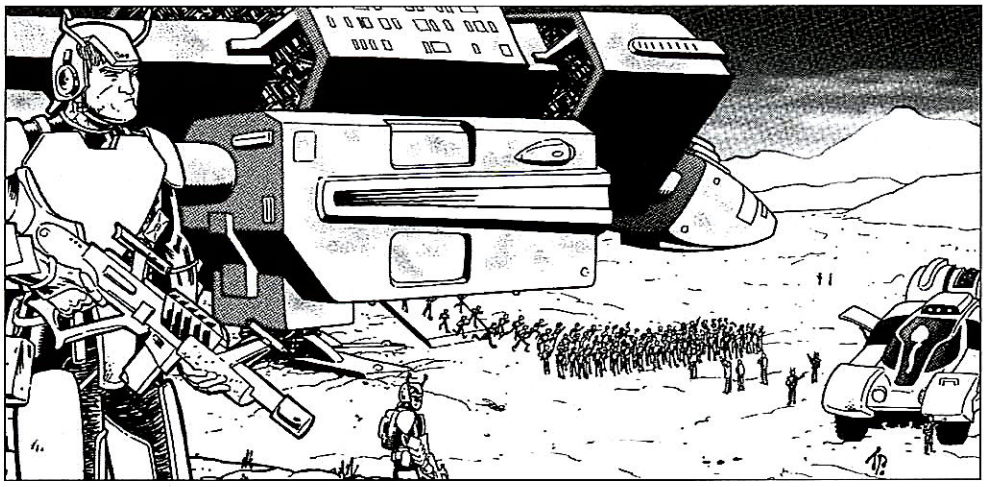
earned a reputation as unparalleled assassins. No such accusations have been leveled at *Keth* Uporu in the age of recorded history, but its *keth'thrasi* have done nothing to discourage the legends.

Keth Vetra: *Keth* Vetra members are the masters of the art form known as *amdanalnar*, the "battle pantomimes" that preserve the details of the *ushaani*, the ritual duels of honor that are a constant feature of Andorian life. Vetras clansmen tend to be fierce warriors as well as historians and artists, and are frequently called upon to defend their records of Andoria's duels with their lives. Illegal performances (which is to say, performances within a year of the duel itself) are a popular amusement in the secret halls of the outworld gangsters, and Vola Vrinia thugs think nothing of killing an *amdanalnar* to steal his notations. *Keth* Vetra itself has an untarnished reputation as the recorder and preserver of the duels, and is recognized as the master of the art by every Andorian legal body.

Planet's Shield: The Andorian Defense Forces

Many planets in the Federation have their own "local" defense forces which provide protection for them during crises Starfleet cannot react to quickly enough, patrol local spacelanes to defend them against pirates and raiders, and assist Federation citizens during emergencies. The Federation Constitution allows individual members to maintain such forces–a provision insisted upon by the Andorians.

The highly professional Andorian military emerging after the Time of Lament has become the Andorian Defense Forces. A proud institution with hundreds of years of military tradition, the ADF helps to protect the blue planet, and the Federation, from many threats. It



sends forces to assist Starfleet in its conflicts with the Klingons, the Romulans, and other threat races. Most Andorians regard serving in the ADF as an honor and a privilege. Andorians consider soldiers who die in the service of their homeworld to be heroes; a series of large plaques at the Andorian Military Institute commemorates every one of them.

BREAKING IN

Joining the Andorian Defense Forces is not easy; the ADF has strict physical and mental requirements (the entrance examination is one of the toughest such tests in the Federation). Prospective cadets must meet rigorous standards of physical fitness, intellectual determination, and personal fighting skill. Roughly one Andorian in three who seeks admission to the ADF succeeds in "breaking in," to use the Andorian term. Slightly over half of them are male.

Andorian Military Institute

Those who manage to pass the entrance exams attend Chekthora, the prestigious Andorian Military Institute, on Andoria. Tathrev Asiva, now one of Andoria's most revered visionaries, founded the AMI four centuries ago. After the Andorian unification and before the development of space travel, Andorian military schools had withered to nothing more than dueling academies, since nations no longer had to train soldiers to fight other nations. The challenges and dangers posed by the exploration of space, and the potential of encounters with strange (perhaps hostile) alien races, prompted the young officer Tathrev Ivari to propose the formation of a school to train Andoria's space-based military forces. He worked and dueled long and hard to convince other Andorians of the need for such an institution, and ultimately succeeded.

Admittees to the AMI are known in Federation Standard as "cadets," but most Andorians refer to them as *thras'chaaki* ("they who seek knowledge of the processes of war"). A *thras'chaak* studies at the Institute for four years in a program now modeled in part on the curriculum at Starfleet Academy. In the first year, an intensive exercise program (including a month-long wilderness survival exercise) whips the cadets into shape physically while grindingly harsh courses turn Andorian military doctrine and procedure from theory to instinct. Most importantly, cadets adapt to Andorian military culture–specifically, they learn to control and restrict their natural tendency toward ritual dueling. ADF officers must channel their dueling instincts into their performance; career service in the ADF is sometimes called *Kashuunavek*, "the twenty-year duel." Over a quarter of the cadets drop out in the first year, many for frivolous dueling.

The second and third years of study focus on advanced military instruction. In their second year at the Institute, cadets delve further into Andorian tactical and strategic doctrines. In the third year, cadets have to make the difficult choice of specialized training. They then attend classes in special "schools" within the Institute which prepare them for careers in those fields (see the "Advanced Training" packages on page 107). A cadet who proves unsuited to a particular course of study can transfer to another one, but this usually requires him to remain at the Institute for a fifth year and can mark him as a lightweight to other, properly focused, soldiers.

The third year culminates in the Tathrev Grand Ball, the highlight of the Institute's social season. While all cadets may attend, the third-year students are especially lauded and lionized by their peers. Younger cadets express envy at the older students' forthcoming training cruises, while officers reminisce to the latest crop of cadets about their own time at the Institute.

The fourth and final year of AMI study is a "practicum" in which the cadet receives the rank of *Chaken* (Ensign (Provisional)) and an assignment to a ship to gain hands-on experience in his chosen field. Most cadets, while very excited at the prospect of finally getting out into space on a ship, quickly learn that it's not all glory–they work hard and spend more time studying than getting into space battles or emergency situations. Still, more than one cadet has distinguished himself with heroics during the fourth-year training cruise.

The Institute's graduation ceremony takes place in the Rotunda of Generals, where the graduating class is flanked by statues of Tathrev, Farsha, and other Andorian military heroes. At graduation he not only receives his diploma, but learns which ship or base the ADF has assigned him to. He departs Andoria the next day for life on his first ship.

As of 2269, the Commandant of the AMI is Admiral Farsha, former Secretary of Defense of the UFP and one of the Federation's greatest military heroes. After retiring from Federation service he accepted the Commandant's post, which he has held ever since. The newly constructed Farsha Tactical Analysis Center on the AMI grounds was named in his honor.

TABLE OF ORGANIZATION

The ADF uses a command structure similar to that of Starfleet (in a combined-forces operation, any ADF officer takes orders from any Starfleet officer of equal or higher rank). The overall commander is the *Tlolev*, or "Fleet Admiral," who of course answers to appropriate officials of the Andorian government. Below him are *urtlolevi*, roughly equivalent to Starfleet commodores, who have command of the various *chendarethi* ("fleets") of the ADF. (See also the "Rank" table on page 117.)

Each ADF fleet protects a particular region of space or performs some other discrete mission. For example, the First Fleet patrols space near Andoria itself and has primary responsibility for defending the homeworld; the Third Fleet protects the Andoria-Tellar and Andoria-Earth trade routes from pirates and raiders (in conjunction with the Andorian merchant lodges); the Sixth Fleet escorts scientific and exploratory AAS missions. Of course, as circumstances demand, ships from one division may temporarily be reassigned to another fleet.

Within a fleet, starships are organized into divisions and squadrons, commanded by urtlolevi of lesser authority than fleet commanders (individual ships are commanded by tlolli). Smaller ships, such as Tishratin-class fighters, are further divided into "wings." Most ADF personnel identify with their squadron and/or division as much as they do with the ADF as a whole; interdivisional (or -squadron) competition in sporting events and military achievements can become fierce, and many squadrons have their own nicknames, identifying insignia, or mascots. For example, the members of the Third Division of the First Fleet are known as the Winter Makra; their rivals, the soldiers of the Sixth Division of the Fourth Fleet, are the Iron Fists.

ANDORIAN MILITARY DOCTRINE

Andorian military theories and practices differ significantly from those of Starfleet. Unlike Starfleet, a scientific and exploratory organization, the ADF is, first and foremost, a military force intended to protect the Andorian people, territory, ships, and trade routes. The ADF leaves exploration to the Andorian Astronomical Survey (see page 47).

The ADF believes in taking an aggressive stance in facing problems, and its military doctrine reflects this strategy. While it won't, to use a colloquial Earth term, pick any fights, it doesn't hesitate to respond with whatever means are necessary to finish them. To use the Andorian phrase, "The first strike is to the enemy, the duel is to the death." Anyone who threatens Andorians anywhere will find himself subject to multistage retaliation from the ADF. The standard attack pattern involves wings of fighters supported by squadrons of larger ships. While the smaller ships use their maneuverability to attack enemy ships from above and below, the larger ships make direct attacks, catching a target in a withering crossfire.

Despite their reputation for ferocity and bravery, Andorian military personnel aren't fools—they don't fight unreasoningly or when better options present themselves. They also know that even retreat has its strategic value; aggressiveness doesn't mean pressing an attack which has no hope of success or fighting until the last Andorian dies. Besides, when better than a retreat to spring an ambush on an unsuspecting foe?

ANDORIAN STARSHIPS

Like most planets in the Federation, the Andorians have a wide variety of ship types which they build themselves in addition to those they receive from the Federation. Some of these designs are descendants of ones which flew during Andoria's period of early space exploration, before she made first contact with other species; others are new designs deriving in part from the exchange of information between Andoria and other Federation members. For example, consultation with Tellarite engineers led to improvements in Andorian spaceframe design, making Andorian ships sturdier, with improved warp-field configurations.

The sample ships below focus on specialized military craft characteristic of ADF doctrine. Andorian merchant and civilian vessels incorporate Andorian aesthetic elements and some environmental changes, but otherwise are not exceptionally different from the civilian ships of most other Federation species.

23RD-CENTURY SHIPS

Omtil-class Starship

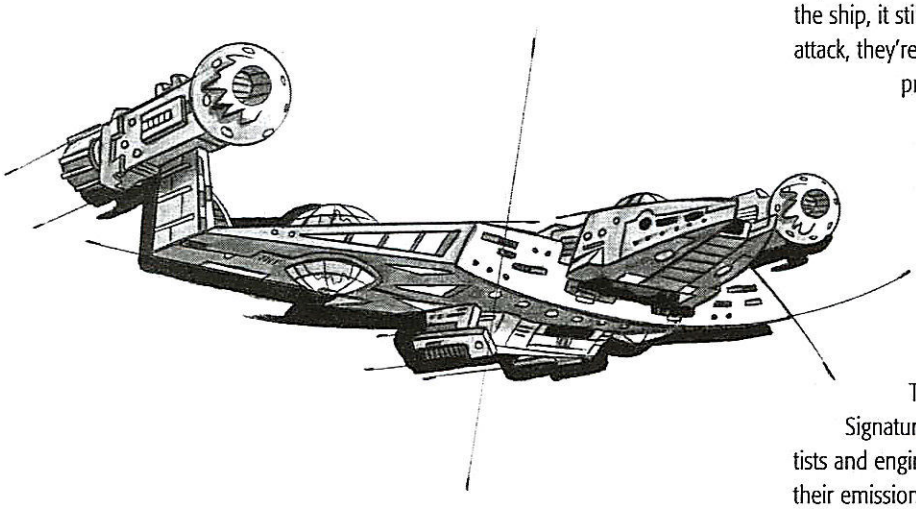
Class and Type: *Omtil*-class Starship
Commissioning Date: 2251

Hull Characteristics
Size: 5
Resistance: 4
Structural Points: 100

Operations Characteristics
Crew/Passengers/Evac: 78/30/1,500 [6 Power/round]
Computers: 2 [2 Power/round]
Transporters: 2 personnel, 1 cargo [2 Power/round]
Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics
Warp System: 4.0/6.0/8.0 (6 hours) [2/warp factor]
Impulse System: .5 c/.75 c [5/7 Power/round]
Power: 105

Sensor Systems
Long-range Sensors: +1/14 light-years [6 Power/round]



Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 4

Weapons Systems

Concealed Type VI Phasers

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 12

Power: [12]

Concealed Photon Torpedoes

Number: 60

Launchers: 1 fv, 1 ad

Spread: 4

Arc: Forward or aft (120 degrees)

Range: 15/300,000/1,000,000/3,000,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapon Signature Dampening Field [20]

Weapons Skill: 4

Defensive Systems

ADF Deflector Shield

Protection: 30/30 (45) [30 Power/shield/round]

Description and Notes

Fleet data: At first glance, an *Omtil*-class ship looks like an ordinary Andorian merchant vessel, civilian transport, or freighter sailing by itself or in the company of a few similar ships–in short, the perfect target for pirates or Klingon raiders. Even if they take the time to scan the ship, it still appears to be just a merchant vessel. But when they attack, they're in for a rude surprise: The *Omtil*-class ship drops its pretense and begins firing on them with powerful military weapons which their sensors completely missed! The *Omtil*-class is the brainchild of Kethev Vel'thar, a cagey commander in the ADF known for his reliance on deception and trickery to draw the enemy out to a point where he becomes vulnerable. It's a military-class vessel disguised to look like an ordinary civilian or commercial ship. It lures pirates close, then reveals its weapons and captures or destroys its attackers.

The key to the *Omtil*-class vessel is the Weapon Signature Dampening Field (WSDF) developed by ADF scientists and engineers. Sensors typically detect weapons by registering their emissions on EMF and subspace energy bands. Weapons have a distinctive electromagnetic profile which sensors detect, even when the weapons are not active (though sensors can determine whether weapons are "hot" or not). This ordinarily makes it impossible to hide the fact that a ship is armed. The WSDF changes that by altering a weapon's emissions to make it appear to be a harmless piece of equipment. A beam weapon such as a phaser may resemble a tractor beam or asteroid-drilling phaser incapable of cutting through a ship's shields; a missile launcher reads as a probe-launching device or similar item. The WSDF can even disguise the fact that a weapon has been readied, thus allowing the ship to fire on an enemy without having to drop the field. However, firing any covered weapon disrupts the WSDF throughout the ship; to reestablish its effect, it and all weapons must be deactivated and then restarted in proper sequence. The WSDF requires a large amount of Power, but since it's not active once combat starts, this rarely causes any Power consumption concerns.

The ADF has offered the WSDF technology to the rest of the Federation. While some individual member species have adopted it for use in their own antipiracy campaigns, Starfleet itself has so far turned the offer down. The commanders at Starfleet Headquarters feel extremely uncomfortable with such deceptive tactics, which some of them privately label as "positively Romulan." Not every starship captain agrees with this decision, but for the time being it remains Starfleet's official position.

Noteworthy vessels/service records/encounters: Information on the number of *Omtil*-class ships operated by the ADF and where they are in use is a highly classified Andorian government secret.

Tishratin-class Fighter

Class and Type: *Tishratin*-class Fighter

Commissioning Date: 2250

Hull Characteristics

Size: 2

Resistance: 3

Structural Points: 40

Operations Characteristics

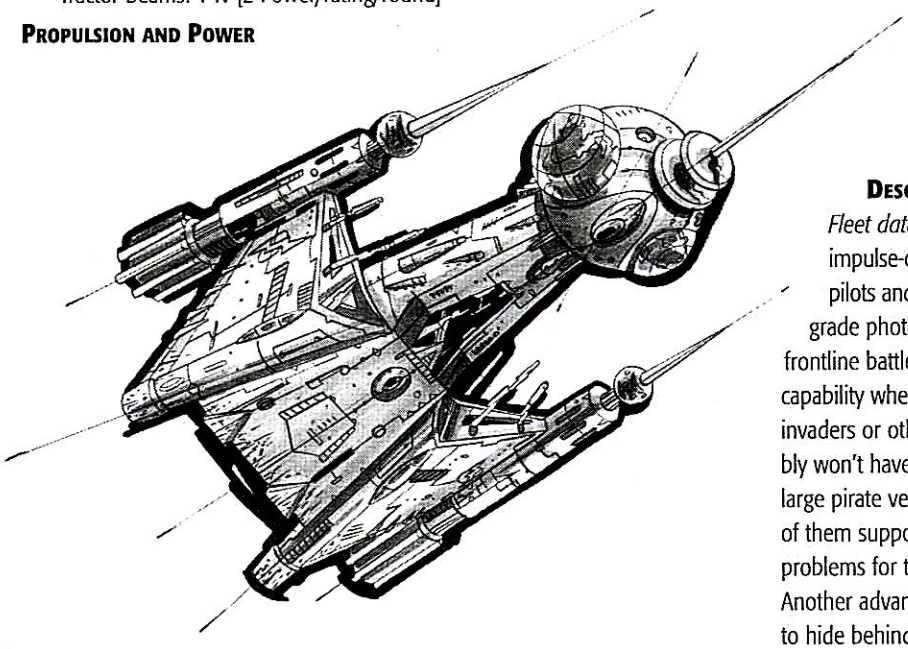
Crew/Passengers/Evac: 2/0/5 [2 Power/round]

Computers: 2 [3 Power/round]

Transporters: None

Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power



Characteristics

Warp System: None

Impulse System: .4 c/.65 c [4/6 Power/round]

Power: 65

Sensor Systems

Long-range Sensors: +1/10 light-years [6 Power/round]

Lateral Sensors: +1/1 light-year [4 Power/round]

Navigational Sensors: +1 [5 Power/round]

Sensors Skill: 3

Weapons Systems

Type V Phaser

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 10

Power: [10]

Photon Torpedoes

Number: 10

Launchers: 1 fv

Spread: 1

Arc: Forward (120 degrees)

Range: 15/300,000/1,000,000/3,000,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 3

Defensive Systems

ADF Deflector Shield

Protection: 20/20 (30) [20 Power/shield/round]

Description and Notes

Fleet data: The *Tishratin-* ("Arrowhead") class ship is an impulse-only planetary defense fighter. Big enough only for two pilots and two weapons systems–a Type V phaser and a low-grade photon torpedo launcher–it is intended not to fight frontline battles, but to provide back-up support and quick-strike capability when the ADF has to defend the Andorian system against invaders or other threats. While one *Tishratin* fighter by itself probably won't have much effect against, say, a Klingon D-7 cruiser or a large pirate vessel, five or six of them fighting together, or one or two of them supporting a larger Andorian vessel, may cause significant problems for the enemy.

Another advantage which *Tishratin*-class ships possess is their ability to hide behind asteroids, space debris, and larger ships. A clever *Tishratin* pilot might, for example, maneuver in close to a larger Andorian ship, using that ship's bulk and much stronger energy emissions to mask its own presence from all but the most sensitive sensors. When the enemy gets close enough, the *Tishratin* swoops out to make a surprise attack against a vulnerable point.

Despite its name, the *Tishratin*-class vessel doesn't look much like an arrowhead to most humans. In fact, it more resembles a *chaka*, since it has two "wings" at the back edge of the main body which assist it with atmospheric flight. These wings also contain a few secondary sensor pallets, but in space they are more or less unnecessary. More than one enemy who thinks he's crippled an Andorian fighter by shooting off one or both of its wings has been rudely surprised when he moved closer and found out that the ship was still completely maneuverable in space. (In an atmosphere, impose a –1 Test Result modifier to piloting-related Tests for each wing lost.)

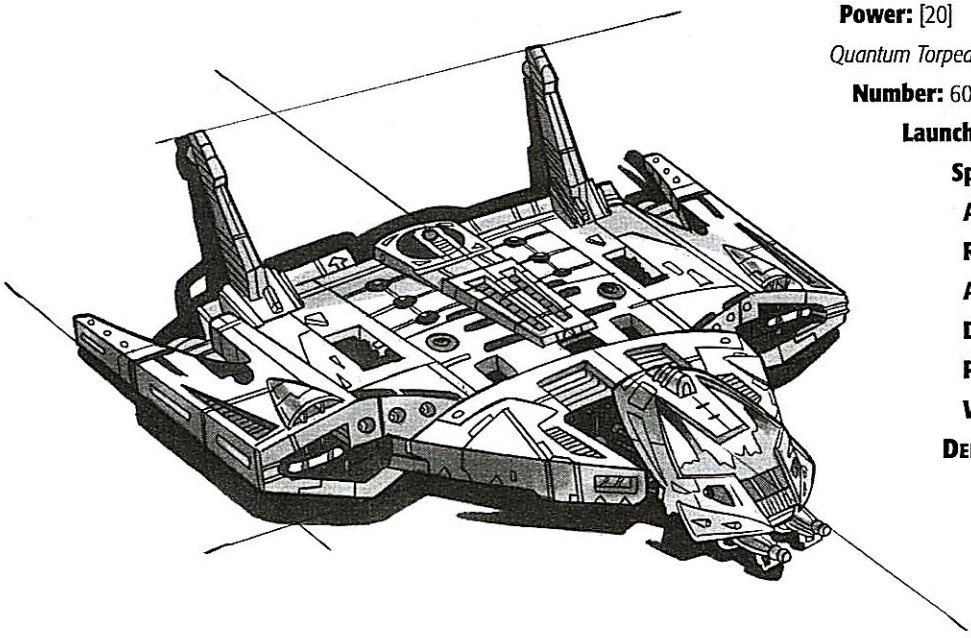
Noteworthy vessels/service records/encounters: Tishratin-class vessels don't normally receive individual names, just numerical designations, though individual pilots may adopt their own pet names for their fighters. Perhaps the best known example of a *Tishratin*-class vessel and what it can do is the *Hrisith*, flown by Telgev Nor'Dan. In 2253,

Nor'Dan was the only ADF captain in a position to respond to a pirate attack on an Andorian merchant vessel. By flying in close to the pirate vessel and taking advantage of his greater maneuverability, he was able to cause some damage to it and take out its main weapons systems, forcing it to flee before more ADF ships arrived. In recognition of his skill and bravery, Nor'Dan received the *Hurati Atlirith* medal.

24TH-CENTURY SHIPS

Atlira-class Starship

Class and Type: *Atlira*-class Escort
Commissioning Date: 2374



Hull Characteristics

Size: 4 (180 x 135.50 x 25.5m; 360,000 metric tons; 3 decks)
Resistance: 4 + 6 ablative
Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 35/10/120 [5 Power/round]
Computers: 4 [4 Power/round]
Transporters: 2 personnel, 2 cargo, 1 emergency [3 Power/round]
Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 6.0/9.0/9.6 (12 hours) [2/warp factor]
Impulse System: .75 c/.92 c [7/9 Power/round]
Power: 150

Sensor Systems

Long-range Sensors: +2/15 light-years [6 Power/round]
Lateral Sensors: +2/1 light-year [4 Power/round]
Navigational Sensors: +2 [5 Power/round]
Sensors Skill: 4

Weapons Systems

Type X Phasers
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 3/4/6/9
Damage: 20
Power: [20]

Quantum Torpedoes
Number: 60
Launchers: 2 fv, 1 ad
Spread: 5
Arc: Forward or aft, but are self-guided
Range: 15/350,000/1,500,000/4,050,000
Accuracy: 3/4/6/9
Damage: 30
Power: [5]
Weapons Skill: 5

Defensive Systems

ADF Deflector Shield
Protection: 50/50 (75) [50 Power/shield/round]

Description and Notes

Fleet data: The *Atlira*- ("Falcon") class escort was developed in the mid-2370s by Andorian engineers based on Starfleet's schematics for the *Defiant*-class escort and *Saber*-class light cruiser. Like the *Defiant*, it's a ship with a much more military focus than most Federation starships. It lacks a family section and many crew amenities so that it can maximize the use of its space for weapons and defensive systems. Equipped with the new quantum torpedo and with Type X phasers (a weapon normally found only on such powerful ships as the *Galaxy*- and *Sovereign*-class explorers), it's a potent match for vessels many times its size. Due to the pressures of the Dominion War, the vessel was rushed into production, but this does not seem to have affected its efficiency much.

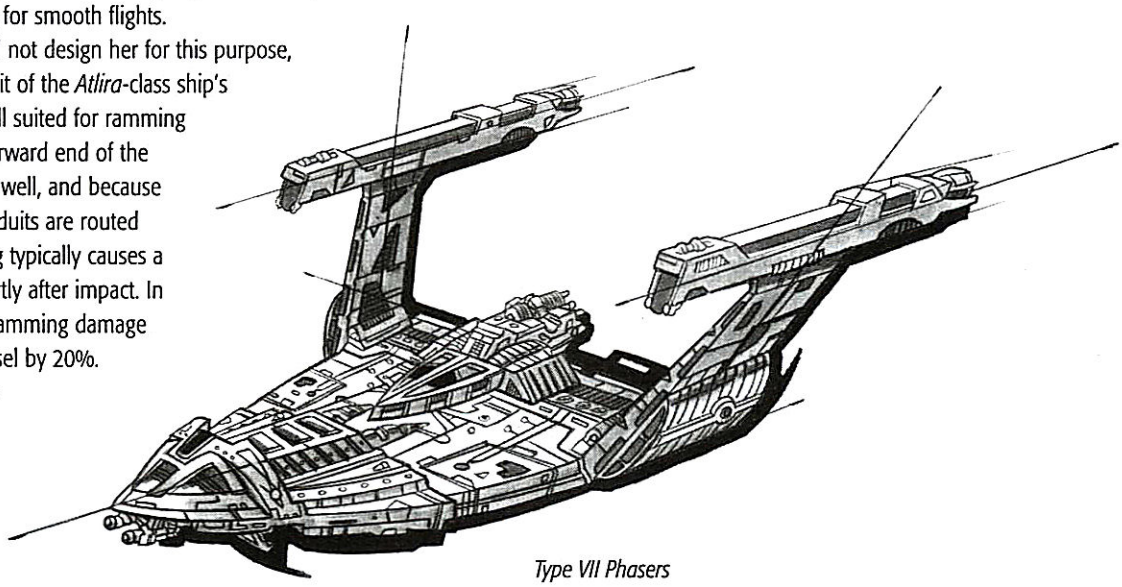
To human perceptions, the *Atlira*-class vessel much more resembles an arrowhead than the old *Tishratin* class. Its long, sleek body has a triangular profile which tapers to a point. The warp nacelles are close in to the body of the vessel, as on the *Defiant* class, but are swept to

the back of the ship and raised up toward the dorsal side, allowing for a more streamlined warp profile (at least according to the Andorian designers).

Taking advantage of performance data gained through use of the *Defiant*, the *Atlira* Design Project engineers modified their ship's warp engines to decrease their power slightly but prevent them from possibly shaking the ship apart. The resulting engine efficiency suits the ship perfectly, allowing for smooth flights.

Although her engineers did not design her for this purpose, one unintended side benefit of the *Atlira*-class ship's configuration is that it's well suited for ramming other ships. The "sharp" forward end of the ship penetrates other hulls well, and because the ship's forward EPS conduits are routed through that area, ramming typically causes a tremendous explosion shortly after impact. In game terms, increase the ramming damage done by an *Atlira*-class vessel by 20%.

Noteworthy vessels/service records/encounters: A.D.S. *Atlira*, prototype, 2374; A.D.S. *Gar'Lev*, participated in conquest of Cardassia Prime, 2375; A.D.S. *Khorval*, participated in reconquest of *Deep Space 9*, 2374; A.D.S. *Tel'ath*, destroyed during battle to prevent Dominion conquest of Betazed, 2374.



Hristish-class Warp Shuttle

Class and Type: *Hristish*-class Warp Shuttle
Commissioning Date: 2370

Hull Characteristics

Size: 2 (28.6 x 16.5 x 10.5m; 2 decks)
Resistance: 4
Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 3/10/45 [4 Power/round]
Computers: 4 [4 Power/round]
Transporters: 2 personnel, 2 cargo, 2 emergency [3 Power/round]
Tractor Beams: 1 fv [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 4.0/6.0/8.0 (6 hours) [2/warp factor]
Impulse System: .5 c/.75 c [5/7 Power/round]
Power: 110

Sensor Systems

Long-range Sensors: +1/12 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Navigational Sensors: +1 [5 Power/round]
Sensors Skill: 3

Weapons Systems

Type VII Phasers

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 14
Power: [14]

Photon Torpedoes

Number: 50
Launchers: 1 forward, 1 aft
Spread: 2
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 4

Defensive Systems

ADF Deflector Shield

Protection: 30/30 (50) [30 Power/shield/round]

Description and Notes

Fleet data: The successor to the much-used and highly valued *Tishratin*-class fighter, the *Hristish* ("Spear") class is a planetary defense fighter with warp capabilities. Although it was originally

designed solely for combat purposes, Andorian officials discovered that the vessel's warp capabilities allowed it to perform a much broader range of missions. *Hristish*-class vessels have been pressed into service as couriers for sensitive diplomatic or military messages, transport-escorts for diplomatic delegations, and short-range transports for important Andorian government officials. Some of the ships have even undergone slight interior design modifications to make them more comfortable for traveling dignitaries.

Like its predecessor, the *Hristish*-class ship has "wings" on either side and can fly in an atmosphere. However, the wings are swept back to become pylons holding the warp nacelles. This gives the ship a sort of "Y" shape when viewed from above or below. Some models of the vessel experimented with moving the nacelles in closer to the ship's body and dispensing with the pylons altogether, but this created problems with the warp field, so the design was abandoned in favor of a more traditional one.

The *Hristish*-class ship, as befits its name, is heavily armed for its size. It has Type VII phaser strips mounted all around the vessel, plus two photon torpedo launchers forward and aft. The launchers are not configured for quantum torpedoes.

Noteworthy vessels/service records/encounters: A.D.S. *Hristish*, prototype, 2370; A.D.S. *Artorev*, participated in evacuation of Deep Space 9, 2373; A.D.S. *Ga'Roth* (safely ferried Andorian ambassador away from Earth immediately prior to Breen attack, 2375.

Am Tal: The Art of Secrecy

I think it tragic that we deny the existence of the Am Tal simply because the Federation doesn't understand what the Am Tal is. They are the most valorous heroes of our age. They die, silently, by the hundreds, saving our lives, protecting our freedom, defending our honor. They mutilate themselves for us. They focus their passion toward noble results. We should honor them. We are not obligated to explain them.

Their real names must never be known. But to deny the Am Tal, instead of celebrating it, is an act of shameful cowardice. Keth Vrinia, on this score, has failed us.

– Oshuvas Idrani, public address, Tarsk, 2268



They are noted scientists. They are wealthy merchants. They are adventurous pirates. They are Starfleet officers. Am Tal operatives are everywhere, the "seekers of secrets" and the sworn protectors of Andorian interests. The Council denies their existence, despite the fact that 100 members of the Council are Am Tal and that the other 200 not only

believe in them but want them shut down. They represent a romantic ideal at the heart of Andorian nature, and they are something that, as a species, the Andorians simply can't decide how to deal with.

The Federation Profile

In *The First Line*, Starfleet Intelligence's rumor profile of the Am Tal is described as it will develop by the late 24th century, the time of *Star Trek: The Next Generation*. Starfleet Intelligence of that time views the Am Tal as strictly a rumor, a contemporary legend of an agency that *might* exist, with no real evidence to prove that it does. The Am Tal is assumed to be the tool of the Andorian government, to be accustomed to the use of murder and other illegal activities to achieve its ends, and to be incapable of large-scale or deep-cover espionage because of a presumed unwillingness on the part of Andorians to have their antennae surgically removed to facilitate disguise. Each of these assumptions is wrong.

The 24th-century SI also assumes that the Am Tal has dealings with unsavory characters of all kinds, paying top dollar to informants ranging from Ferengi traitors to Orion mobsters. These assumptions are correct.



As of 2269, the Federation profile of the Am Tal is even scantier and less accurate (and, of course, the Andorians won't meet the Ferengi for many years). The term "Am Tal" is little more than a phrase that Starfleet has heard whispered from tertiary sources. In fact, Federation officials are only now beginning to connect it with the Andorians at all. The Am Tal leadership, for its part, has been carefully considering the possibility of revealing itself to SI, since it considers itself a "silent ally" of Starfleet anyway. 24th-century history shows, of course, that no such revelation occurs, a decision which the Am Tal leaders are certain to regret.

THE TRUTH

The Am Tal is a conspiracy of knowledge, founded in the early 20th century on the Cimera III colony and now consisting of patriotic Andorians from nearly every keth, determined to find the secrets that Andoria needs to prosper. It is not a government agency, even in secret. The *Kethni* Council does provide munificent funding for Am Tal operations, because a third of the Council *are* Am Tal and can influence the Council appropriately. The Am Tal, like any Andorians, can be ruthless and focused, but does not condone assassination—Andorians consider assassins to be the worst kind of cowards. Many Andorians have undergone complete surgical alteration (losing their antennae!) in order to achieve deep-cover status.

A good way to begin understanding the Am Tal is to examine where Starfleet will eventually get the story wrong, point by point:

The Am Tal Is a Tool of the Kethni Council

The Am Tal began on Cimera III sometime in the 1930s, at the beginning of the long period of total silence from the homeworld. Andoria, trapped by the wormhole created by its warp-drive experiments, was pinned to the home system, and the Cimerus Andorians were left alone to build a new world. Part of that new world was the Am Tal, originally a kind of "gentleman's club" consisting of a few select Cimerus clan leaders, exchanging secrets for the good of the colony, rooting out trouble before it could start, keeping the peace.

As the decades wore on (and stimulated by Cimera III's early contact with the Orions), the Am Tal became a serious vocation for some, a noble order of justice, an instrument of knowledge devoted to protecting Cimera III from the damage ignorance could cause. Andorians, then and now, have a tendency to act out of pride and a need for personal honor, sometimes to the point of letting themselves be blind to vital truths. By the same token, Andorians take a special pride in many kinds of secrets,

and the net result is often that Andorians aren't communicating very well, and some Andorians have a lot of fun (and do a lot of damage) pulling the wool over the eyes of other Andorians. This creates a dangerous potential cancer of secrets that the Am Tal dedicated themselves to excising.

By the time Cimera III and Andoria reunited, the Am Tal was what it remains today—the proud secret of a determined few, ready to make their move in any direction to safeguard Andoria's interests. It is the Am Tal's policy to recruit Andorians from all walks of life, all professions—it doesn't restrict itself to those with specialized espionage training or paramilitary backgrounds, or even those who could thrive in those kinds of atmospheres. The Am Tal recruits those who know things and those who can find out things, and those who are willing to sacrifice anything for the cause of peace and prosperity for their species. The *Kethni* Council, as far as the shadowy Am Tal leadership is concerned, is but one resource in its arsenal.

The Am Tal Uses Murder and the Trappings of Terrorism

Not only do Am Tal operatives consider assassination cowardly, they rarely take *any* active hand to make significant changes themselves. They are, after a fashion, loyal to their clan chiefs and to their government, and one of the ways they ensure the integrity of their order is by adhering to a strict policy of letting those with the guns do the shooting, and those with the cages do the caging. The Am Tal leadership, thus far, has never been corrupt enough or shortsighted enough to see itself as an authority that must manipulate the world directly. Rather, the Am Tal chooses its allegiances and then works hard—fighting and dying if necessary—to provide its allies with information, without letting those same allies ever know where the information is from. This philosophy, drastically different from the much more human-inspired policies of Starfleet Intelligence, is just *alien* enough to ensure that the humans will probably *never* really figure the Am Tal out, despite the many Am Tal agents working in the heart of Starfleet Intelligence itself (who, since they are working for the good of both Andoria and the Federation, don't see themselves as "double agents" at all, but rather as patriots pulling double duty).

Of course, circumstances sometimes demand that Am Tal operatives take initiative themselves. If a group of Am Tal field agents (of which a few, highly trained elite cadres exist) provide the only way to act quickly enough to save a group of hostages, or rescue a dignitary, or defuse a bomb, then act they will—because, after all, they are Andorians before they are Am Tal, and are free to use the information to act for the greater good,



just as much as those they normally supply it to. If, however (for example), a Starfleet vessel is nearby that could handle the necessary rescue more efficiently, the Am Tal will let appropriate information leak its way and let Starfleet save the day. It is this kind of "action" that it considers its primary mission.

Unfortunately, the volatile climate of Andorian culture and politics has put many Andorian separatist and terrorist movements into the public eye. These Andorian "renegades" are often deadly fanatics, and it is they, not the Am Tal, who perform savage acts that many are quick to blame on the Andorian government or on the Am Tal, presumed to be acting on that government's behalf. Most of the renegades are driven by anger and frustration, and are therefore obviously terrorists—but a few are more sinister, driven coolly by motives much more personal, by Andorians much more capable of clandestine cruelty. These shadowy renegades are the greatest enemies of the Am Tal and the ones most frequently mistaken for them. Since (for obvious reasons of security) most Am Tal agents never know for sure that they are Am Tal agents, some of these renegades have entire rings of spies, convinced that they

KET'PEM IVARI

Andorian/Human Male, Am Tal Agent
Deep-cover Assignment, Mars

The Am Tal is like hydrogen; it's everywhere. One of its key operatives, in fact, works and resides on Mars, at the very heart of the Federation. This then is the mission of Ket'pem Ivari.

Background/History

The eldest son of two boys born to Sh'Hasta Ivari and his wife Erin O'Connor of Earth, Ket'pem was often teased by the other Andorian children for his odd appearance, his "half parents," and his strange accent. His father was an officer in the ADF and his mother the head of a mission in the Federation Embassy on Andoria. His parents agreed to raise Ket'pem as an Andorian, since Andoria was their home. However, even at a young age, Ket'pem would often ask questions about humans, Earth, and especially Ireland, his mother's birthplace. As he grew up this attitude proved to be somewhat of a problem as his classmates and fellow clan members dubbed him *terran'nu*, or "too human."

To compensate for feeling so different from his fellow Andorians, Ket'pem delved deeply into his studies, martial training, and physical fitness. He was one of the youngest champions ever to win the *Ivarus Hrisalnar* tournament two years in a row. Agents of the Am Tal approached him after his final duel with a job that would not only fit his unusual upbringing and talents, but also enable him to serve Andoria and the Federation.

The Am Tal was concerned about intelligence reports that indicated the production of military vessels for Starfleet was slowly diminishing. What they needed was an agent who could be placed at the new Utopia Planetia Shipyards at Mars to monitor starship production. Ket'pem had advantages that made him perfect for this job. First, his combined Andorian/human DNA would be easier to mask as purely human with a simple biosignature scrambler. Second, during his studies at the Tarskus Engineering School, Ket'pem had excelled at structural engineering and starship design. Finally, his knowledge of certain human idiosyncrasies came naturally, like his accent and certain Irish phrases he had picked up from his mother.

For the next few years he told his parents and brother that he was taking additional classes, and then traveled to an out-of-the-way village where he trained at a secret Am Tal facility. When his training was complete he not only learned how to work as an intelligence agent, but also learned why some secrets must be kept even from those you are trying to protect. Realizing his mother might strongly disagree with his choice of vocation, Ket'pem allowed the Am Tal to stage his death in a shuttle accident on his way to visit Earth. Three months later, a young, human male named Kenneth Gallagher began work as a civilian contractor at the Utopia Planetia Shipyards.

Appearance

Ket'pem is a tall, slim, and very muscular Andorian. His skin tone is best described as looking like a human wearing a thin layer of blue body paint. His hair is white with pink-red highlights. His antennae are very small (a feature that many cruel clan-mates pointed out … constantly). As Kenneth Gallagher, he appears to be a typical Caucasian human of Irish descent, with strawberry-blonde hair and blue eyes. He wears his hair slightly long and always has his "lucky cap" on his head (both features help to hide his small antennae).



Personality/Roleplaying Notes

Ket'pem plays the role of a spaceport worker like an experienced thespian. He is close with fellow workers and spends time with them on his off-hours playing games of poker or double-jack and watching sports holovids at the local taverns. His disguise is far from perfect, however. He is, at heart, an Andorian patriot and has an affinity for things Andorian. His friends see his preferences as eccentric, but they simply write it off as someone with an interest in another culture. Good-looking in either form, Ket'pem fancies himself a ladies' man. Another clue to his true identity is that this "human" seems to have "a thing" for Andorian women.

"Gallagher" can be used as a contact, though he may be supplying his allies with false information. While an agent of the Am Tal, his specific mission is to monitor and if possible promote the production of military-oriented spacecraft for Starfleet. He is not beyond falsifying data or "accidentally" mentioning "rumors" he's heard about Klingon naval build-ups.

Attributes

Fitness 3
 Vitality +1
Coordination 2
Intellect 2
 Logic –1
 Perception +1
Presence 2
Psi 0

Skills

Administration (Bureaucratic Manipulation) 1(2)
Athletics (Climbing) 1(2)
Computer (Data Alteration/Hacking) 1(2)

Culture (Irish Catholic) 2(3)
(Tarskus Andorian) (3)
Dodge 1
Energy Weapon (Phaser) 2(3)
Espionage (Covert Communications) 2(3)
(Intelligence Techniques) (3)
Gaming (Poker) 1(2)
History (Andorian: *Keth* Ivari) 1(2)
Language Andorian 2
Federation Standard 2
Material Engineering (Structural/Spaceframe) 1(2)
Personal Equipment (Engineering Tricorder) 1(2)
Planetside Survival (Mars) 1(2)
Security (Security Systems) 1(2)
Primitive Weaponry (*Ivarus Hrisalnar*) 2(3)
Space Sciences (Astrophysics) 1(2)
Streetwise (Mars) 1(2)
Unarmed Combat () 2(3)
World Knowledge (Andoria) 1(2)
(Mars) (2)
Vehicle Operation (Shuttlecraft) 1(2)
(Worker Bee) (2)

Advantages/Disadvantages

Contact +2 (Lt. Commander with Starfleet Corps of Engineers)
Excellent Hearing +2 (due to Antennae)
High Pain Threshold +2
Mixed Species Heritage (Andorian/Human) +6
Dark Secret (Spying on Starfleet Shipyards) –3
Wanted –3 (by Starfleet Intelligence)

are fighting the good fight when they are really fighting a madman's secret war. Some really are former Am Tal cells, and these are the most dangerous renegades of all.

The Am Tal is Incapable of Deep-cover Operations

While it's certainly true that Andorians have no fondness for being maimed, the fact is that many hundreds of Andorians are, right now, passing as humans, Vulcans, Centaurans, and even Klingons and Tellarites. No strangers to the potential of surgical alteration, Andorian physicians loyal to the Am Tal have developed techniques to replace the function of the Andorian antennae, at least partially, by augmenting ears and other senses, and by adjusting fluid pressures in the cranium to allow an antennaless Andorian to maintain balance. The operation is not yet successfully reversible, but the men and women of the Am Tal are used to sacrifice, and a handful make it every year.

24th-century Starfleet Intelligence assumes that because the Am Tal seems to be concerned primarily with Andorian interests, such drastic measures would hardly be necessary, anyway. This is based on an unfair view of the Andorians as somewhat separatist or even selfish. The scope of the Am Tal mission is in fact very broad, and nearly anything that is good for the Federation is considered good for the Andorians. This means that distant Am Tal cells work completely beyond Andorian "territory," feeding information to aliens of all kinds, when they believe that such information will lead to positive action that will ultimately benefit the cause. They are the "Robin Hoods" of intelligence, robbing from the knowledgeable to give to those in need.

CELLS AND OPS

While it's true that the Am Tal recruits from all walks of life, the core of the modern order is a handful (approximately twenty) of dedicated men and women with years of experience, many of whom have formal espionage training. These form the core of the Am Tal, the *Amdonani*. Strictly speaking, the *Amdonani* are the only members of the Am Tal who should ever be 100% certain of the Am Tal's size and structure. All their work is carried out indirectly via "cells," often with multiple layers of cover to protect the order.

Each of the *Amdonani* is responsible for coordinating and providing for his own rings of spies, seeking the help of the other *Amdonani* when necessary. These Control Officers (the *Amtolani*) spread throughout Federation space, recruiting and training agents at need. Most of the *Amtolani* are closest to the human military ideal of the espionage agent, with highly specialized training, expensive equipment, and limited knowledge of their superiors.

Beneath the *Amtolani* are the agents themselves. Under orders from the *Amtolani*, the agents bribe informants, infiltrate organizations, and otherwise provide information. Many agents are not "field" spies at all—they have established positions and lives, and their lives just happen to put them near the flow of important information (or near people willing to sell it). There is infinite potential variety in the agentry, from the little old lady who serves hot drinks to the *Kethni* Council when they meet to devil-may-care Andorian star merchants, to highly placed Federation bureaucrats.

The Am Tal in the Series

Of course, players creating Andorian PC's might be interested in being Am Tal agents on the side, moving information where it's needed for the good of Andoria *and* for the good of Starfleet (whether or not they'd appreciate it if they knew). Such players should work out their concepts with the Narrator: How were they contacted? How long ago? Was it because they knew something valuable then, or was it because they simply had the potential to be good spies? The Am Tal sponsors many educations, after all! Some of the most well regarded Andorian physicists and engineers were accepted into universities when Am Tal-friendly professors invited them, and many an Andorian Starfleet officer made it into the Academy because favors were called in. Of course, even the Am Tal can't get somebody into Starfleet that doesn't qualify or deserve to be--and it doesn't even try. Rather, as with information, it tries to bring the right people to the right place, to get the job done.

Andoria's Finest: Andorians in Starfleet

Like other members of the United Federation of Planets, Andoria sends many of its sons and daughters to serve in Starfleet. In fact, Andorians tend to join Starfleet in greater numbers than many other member species. The combination of the excitement of exploration, the thrill of discovery, the possibility of distinguishing themselves in combat, and the chance to serve all the peoples of the Federation proves irresistible to many of the blue-skinned warriors.

INTEGRATING INTO STARFLEET

Andorians can comfortably serve on any vessel, provided there are enough Andorians in the mix to provide the basis for a small Andorian



community (at least four, a full family, but preferably twelve or so). Andorian gregariousness requires company in the solitude of space; Andorians without such "support systems" often show a much higher level of stress with lower efficiency and performance ratings. Even socialized Andorians have a little trouble fitting into the traditional mold of a

NDORIAN MALE, STARFLEET ENGINEER

Lt. Commander Tivra Ivari
Chief Engineer, *U.S.S. Lexington*

Lt. Commander Tivra Ivari epitomizes the Andorian commitment to serving the Federation as a part of Starfleet, one of the first Andorians to serve successfully "solo" (without other Andorians) on a Starfleet capital ship.

Background/History

Tivra Ivari was born on Olith, Andoria's moon, renowned for its shipyards and spacedocks. As a youth, Tivra spent many hours studying the majestic starships assembled and repaired by his people, learning as much as he could so that he could one day join them.

The moment that changed his life was when, at the age of 17, he saw a vessel which he had never seen before enter the docking bay his parents operated. It was a badly damaged Starfleet scout. Never had Tivra seen such a beautiful work of art as this finely crafted "human" ship. The following year he applied and was accepted into Starfleet Academy.

Tivra roomed with a human cadet named Jon Christof. Neither had ever spent an extended period of time in the company of an "alien," but after discovering many shared interests such as engineering and the Terran sport of soccer the two became fast friends. In fact, they still are today, though with their busy schedules they don't get to see each other as often as they like.

Graduating with honors, Tivra received a posting to the scout vessel *U.S.S. Nez Perce*, a ship of the same class that had inspired him to join Starfleet in the first place. On his third tour of duty, where he was now Assistant Chief Engineer and a specialist in impulse-drive operations, his vessel encountered an alien species capable of disrupting warp-field dynamics. Tivra saved the crew by creating a way to sustain (for a limited time) a near-warp thrust using the impulse engines on near overload. For saving his vessel and crew, without injuring the alien, Tivra was promoted and posted to the *Lexington*.

In 2268 he was promoted to Chief Engineer, after his quick thinking prevented warp overload during the M-5 war game disaster. By now he serves as Executive Officer of the *Lexington*.

Appearance

Tivra is a typical male Andorian, with somewhat paler blue skin and shorter antennae than most. He is very slim and muscular, with very short-cropped white hair. Due to his constant work on the engines and in Jeffries tubes, his eyes have become more sensitive to light, and he tends to squint in medium to bright light conditions.

Personality/Roleplaying Notes

Tivra tries desperately to remain "Andorian" in the presence of his human comrades. He curses in Graalen when upset, eats traditional Andorian foods only, and, with the exception of soccer, tends to avoid hobbies or personal effects that seem "un-Andorian."

In truth, one might say Tivra is overcompensating in an attempt to remain true to his heritage. (Think of Worf, who is always stoic and humorless, when most 24th-century Klingons seem rather jovial.) Tivra is the same way, often challenging people to duels of honor where even a citizen of Andoria would simply let the situation go.

Tivra is a bit too human for most Andorians, but a bit too Andorian for most humans. Only his true friends know what he's really like. He is determined and relentless in his attempt to solve problems and quietly passionate about his drive to command a ship someday. His quarters on the *Lexington* have a *chaka* mounted on the wall over his Emasha Yul shrine, but right beside it on his dresser is a soccer ball.



Attributes

- Fitness 3
 - Vitality +1
- Coordination 2
- Intellect 2
 - Logic –1
 - Perception +1
- Presence 2
- Psi 0

Skills

- Athletics (Soccer) 1(2)
- Computer (Modeling) 2(3)
- Culture (Olith Andorian) 2(3)
- Dodge 1
- Energy Weapon (Phaser) 1(2)
- History (Andorian: *Keth* Ivari) 1(2)
 - (Federation) (2)
- Language Andorian 2
 - Federation Standard 1
- Law (Starfleet Regulations)
- Material Engineering (Structural/Spaceframe) 1(2)
- Personal Equipment (Diagnostic Tools) 1(2)
- Physical Science (Mathematics) 1(2)
 - (Physics) (2)
- Propulsion Engineering (Impulse Drive) 3(4)
 - (Warp Drive) (4)
- Primitive Weaponry (*Chaka*) 2(3)
- Shipboard Systems (Transporter) 1(2)
- Systems Engineering (Transporter Systems) 2(3)
- Vehicle Operation (Shuttlecraft) 1(2)
- World Knowledge (Olith) 1(2)

Advantages/Disadvantages

- Department Head +2
- Excellent Hearing +2 (due to Antennae)
- High Pain Threshold +2
- Innovative +1
- Promotion +3
- Obsessive Tendencies –3
- Poor Sight –2

Starfleet officer, however. Andorian culture and society allow for more display of passion and aggressiveness than does Starfleet culture, forcing Andorians to adapt to a less expressive environment. Andorian junior officers aren't even allowed to wear the standard *hrisal* (even a short one) while on duty—a rule which caused considerable friction during the early days of Starfleet. Typically this period of acclimation begins and ends during an Andorian cadet's days at Starfleet Academy, but some "mavericks" persist with their Andorian tendencies well into their ship-based careers. Paradoxically, these officers, while often regarded as troublemakers by their superiors, tend to be among the best and brightest in Starfleet. Perhaps the same personalities which make it harder for them to let go of their "Andorian-ness" also make them ideal Starfleet officers.

ROLES IN STARFLEET

Andorians man Starfleet vessels from *Constitution*-class ships to small science ships, in positions ranging from command to engineering. However, most Andorians tend to gravitate toward three branches of the service: communications, security, and command.

Communications

Andorians' skill as communications officers is nigh-legendary. Their antennae give them greatly improved hearing and make it easier for them to find channels and cut through interference than other species.

Security

The Andorian predilection for security work isn't hard to fathom; it gives them an outlet to exercise their aggressive, orderly tendencies. On some ships, Andorians serving in security positions are allowed to wear a *hrisal* while on duty, although this is not common. (In the era of *Star Trek: The Next Generation* many Andorians work at the Tactical station for similar reasons.)

Command

Andorians with prior military training or a head for strategy and tactics often gravitate toward command, a field in which they excel. Like humans, Andorians possess a mix of passion and self-discipline which often makes them ideal leaders, despite the difficulty they sometimes have with logical and dispassionate Vulcan crewmen. Several ships in the fleet, including the renowned *U.S.S. Eagle* (see below), are captained by Andorians; many others have Andorians as second officers or in other high-ranking positions.

Andorians in command position often have reputations for "recklessness" or aggressive military behavior in the face of danger, attacking rather than evaluating threats or negotiating. This truth is no more universal than any other stereotype, but seems to be widely accepted within the upper ranks of Starfleet. Some officers work reluctantly with Andorian commanders because of this perception, but usually Andorians find a way to win over tentative comrades.

Other Fields

Of course, not every Andorian in Starfleet is a bridge officer. It takes dozens of different types of skilled professionals to man a starship, and many Andorians fill other positions throughout the crew. Among these, historian and archaeologist seem the most prevalent. As discussed elsewhere in this book, the Andorians have a certain fascination with their own history, and sometimes this carries over to history in general. Others fill positions among the scientific staff (such as biologist, astronomer, or ecologist) or in engineering (life-support and weapons engineering, commonly).

PEER RELATIONS

All members of the Federation are enlightened species which relate well to other sentients. Nevertheless, no two species are alike, and the numerous cultural, social, biological, and even individual differences sometimes cause friction among crewmen. Conversely, sometimes two species get along particularly well. Psychologists within Starfleet's medical branch observe, track, and study these interactions to improve efficiency and morale.

Humans, Centaurans

Andorians get along well with humans and Centaurans, both socially and in the workplace. All three races share certain cultural institutions, and are known for their emotions and passions. They seem able to understand each other easily without the need for extensive interaction or individual bonding.

Axanari

Relations between Andorians and Axanari are often strained, though rarely reaching the point of outright conflict. The Axanari have not forgotten the role of the Andorian Admiral Farsha in promoting warfare between the Federation and Axanar in 2253, and of other Andorian commanders in prosecuting that war—all over what the Axanari abashedly describe as "an honest mistake." Axanari often prefer not to work with Andorians, and vice-versa. Notable exceptions occur: Axanari Captain Gethurel Lohec and Andorian Science Officer Gherev Avola of the *U.S.S. Vashak* have made many important discoveries by working closely together.

Tellarites

Although both species admire and respect each other, individual Andorians and Tellarites often have difficulty relating. The Tellarite predilection for arguing and challenging the views of others, while intended by them simply to create the best end result for all concerned, is viewed (at least subconsciously) by many Andorians as a direct, personal, challenge.

Tiburonese

While not often sharing their hedonistic preferences, Andorians usually get along well with Tiburonese, and vice-versa. While they tend to follow different paths in expressing themselves and fulfilling their desires, they seem to understand instinctively that the other is a kindred spirit.

Vulcans

Andorians and Vulcans don't often see eye to eye. Whereas the Vulcans transcend their emotional, passionate natures by denying them in favor of pure logic, Andorians have learned to embrace, and through embracing control, the same sort of nature. Still, both disciplined species seem capable of mutual respect and cooperation.

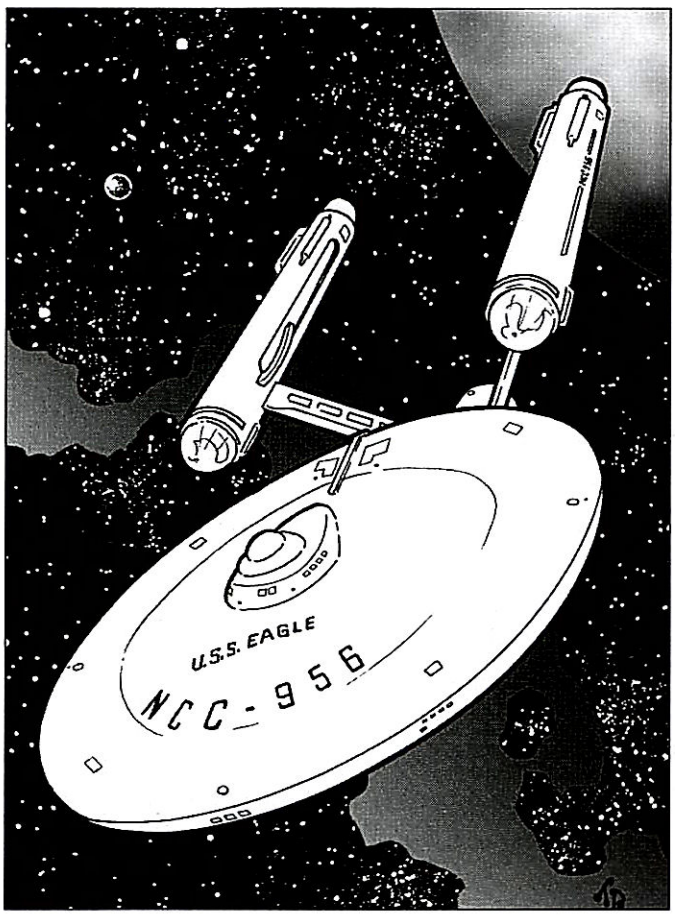
THE U.S.S. EAGLE

Like the other founding races of the Federation, the Andorians received a *Constitution*-class ship to adapt and man primarily with their own species. The *U.S.S. Eagle*, or, to use its Andorian name, the *U.S.S. Atlirith*, has been commanded by Captain Igrilan Kor since its commissioning in 2247.

Renowned for his skills as a tactician and strategist, as well as his love for the finest Saurian brandy, Captain Igrilan is one of the staunchest defenders of the Federation and an idol for thousands of young Andorians. He's also one of the most skilled *chaka* fighters known, cooks delicious food, and relaxes by creating paintings and musical compositions. His handsome, hawk-nosed countenance alternately reflects devotion to duty, stern compassion, and rugged good humor.

Igrilan's second in command and Chief Helmsman is Commander Khenarc Claness. The scion of a family prominent in the mining industry on Andoria for centuries, Khenarc turned down a high-ranking position in the family business to join Starfleet (much to his family's disgust). Able to fly anything from a *Tishratin*-class fighter to the *Eagle* herself, he's won several Starfleet piloting competitions and is also highly skilled with ships' weapons.

Proudly described (by Tellarites, at least) as "practically a Tellarite," Sherev Idisha serves as the *Eagle's* Chief Engineer. There isn't a Jeffries tube, duotronic circuit, or control console aboard the *Eagle* which he hasn't improved or repaired during his time on the ship. Among the *Eagle's* crew, Lt. Commander Sherev is known for his meticulous, punctilious nature and ferocious temper. If any of his subordinates leave so much as a



screw out of place while making a repair, he'll receive a tongue-lashing. Few crewmen have ever dared challenge him to a duel; Sherev's skill with *chaka* and *hrisal* is said to rival that of Igrilan himself.

Serving both as the *Eagle's* Science Officer and Communications Officer is Lt. Commander Turath Ivos. Turath speaks three dozen languages fluently, and learns a new one every six months to a year. When the *Eagle's* missions allow, he's often called in by linguists and archaeologists around the Federation to consult on various projects.

U.S.S. Eagle

Class and Type: *Constitution*-class Explorer
Commissioning Date: 2247

Hull Characteristics

Size: 6
Resistance: 3
Structural Points: 120

Operations Characteristics

Crew/Passengers/Evac: 405/200/3,000 [7 Power/round]
Computers: 4 [2 Power/round]
Transporters: 4 personnel, 4 cargo, 4 emergency [6 Power/round]
Tractor Beams: 1 fv, 1 av [2 Power/rating/round]

Propulsion and Power Characteristics

Warp System: 4.0/6.0/8.0 (12 hours) [2/warp factor]
Impulse System: .5 c/.75 c [5/7 Power/round]
Power: 135

Sensor Systems

Long-range Sensors: +1/14 light-years [6 Power/round]
Lateral Sensors: +1/1 light-year [4 Power/round]
Navigational Sensors: +1 [5 Power/round]
Sensors Skill: 3

Weapons Systems

Type VII Phaser
Range: 10/30,000/100,000/300,000
Arc: Forward (120 degrees)
Accuracy: 4/5/7/10
Damage: 15
Power: [15]

Photon Torpedoes
Number: 100
Launchers: 1 fv
Spread: 3
Arc: Forward (120 degrees)
Range: 15/300,000/1,000,000/3,000,000
Accuracy: 4/5/7/10
Damage: 18
Power: [5]
Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
Protection: 45/45 (65) [45 Power/shield/round]

Description and Notes

The *U.S.S. Eagle* was created by a joint committee of Starfleet and Andorian Defense Forces personnel to ensure that while the ship met the goals of Starfleet, it also suited the needs and desires of its Andorian crew. The *Eagle* Design Project began with a *Constitution*-class vessel built according to standard schematics in the San Francisco yards.

With the ship itself in hand, Andorian engineers came aboard and spent approximately one month modifying the gravity, life support, and food systems to suit Andorians. (The standard Starfleet food preparation system doesn't include *theldolni* with bear fat, after all.) The engineers also reprogrammed the display panels and readouts to use Andorian Graalek text as a default. Additionally, they rearranged a few minor interior walls to create a large combat practice area and dueling ground. Ship personnel refer to this room as "the arena."

Following that stage of the project (which Starfleet personnel jokingly referred to as "bluing the ship"), ADF combat engineers took over to integrate the latest Andorian military technology with the ship's systems. This stage of the work lasted three months, mainly due to the extensive testing procedures required by Starfleet. However, the end result was worth it: The targeting systems were substantially improved, and modifications to the phaser emitter system resulted in a more energetic and better-focused energy beam (which thus causes greater damage to targets). They also upgraded the shields, giving the ship greater protection. The end result is that the ship is one of the most combat-capable vessels in Starfleet.

However, these changes were not without certain trade-offs. The primary one is that the modifications made to the tactical systems took up some space ordinarily devoted to crew quarters. Thus, the crew is smaller, and the ship has less passenger capacity (a definite drawback during, for example, evacuation crises). Furthermore, devoting more computer and operations capacity to tactical systems means a loss of some efficiency in sensor and communications systems (an exchange the Andorians were more than willing to make).

Once the modifications were completed, the ship was manned and warped out to great fanfare both at Starfleet Headquarters and on Andoria. Since then the *Eagle* has amassed an enviable record in the service of the Federation. Her crew is the most decorated in Starfleet,

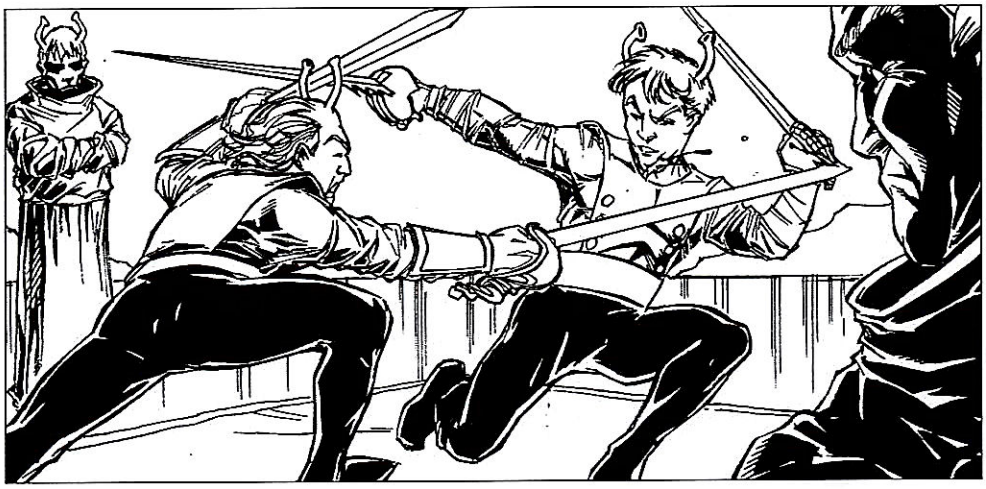
defeating no less than twelve separate Klingon incursions between 2248 and 2266, serving as the linchpin of Garth of Izar's envelopment strategy at Axanar, destroying the Vornek Brood before it could wipe out Deneb, and dramatically restoring the space-time continuum during the Phaleron-12 incident of 2268. Andorians everywhere take pride in her accomplishments; any Andorian would consider it a special honor to serve on the vessel. The *Eagle* tries to visit Andoria at least once a year to take on supplies, allow the crew shore leave at home, and show the colors; many clans declare a special holiday during the visit.

Blood Strikes the Floor: Ushaan

Perhaps you should forget logic, and devote yourself to motivations of passion, or gain. Those are reasons for murder....

–Ambassador Shras Endilev, 2267, aboard the U.S.S. Enterprise

Ushaan (literally "private" or "intimate" combat) is the Andorian name for one of the most sacred rituals handed down from Lor'Vela, the ritual duel. Devised to prevent *keth* feuds from escalating continually into war, or robbing innocent Andorians of food and shelter when petty *atlol-lani* refused to trade with one another, the *ushaan* turns individual shame or rage into an act of violence that, ideally, remains individual, satisfying honor without lighting the fires of feud and war.



Duels to satisfy honor have existed on Andoria since millennia before recorded history, and were certainly common in the time of Lor'Vela. However, these duels were often little more than community brawls, as the onlooking Andorians would enter the fray themselves if the combatant they were rooting for wasn't doing well or had been

SREL ZIHL

Andorian Male, Duelist
Knight of *Keth* Zihl

Few non-Andorians know of *Keth* Zihl and most Andorians believe it to be only myth and folklore. *Keth* Zihl is the clan of many heroic tales, of sad songs describing great acts of selfless courage. Srel Zihl, a wandering philosopher and warrior who tracks his lineage to H'thves Zihl, slayer of the Hundred Handed One, is the last of their noble ilk.

Background/History

The true origins of the man who calls himself Srel Zihl are unknown. No official record of his existence is on file in any computer or written log. If asked, Srel can tell you his family tree, starting with H'thves Zihl, the warrior-priest of many Andorian legends and epic poetry (akin to the Terran tales of King Arthur). You see, according to Srel, *Keth* Zihl, formed in the lost *Kieloth*, had kept its order hidden over the years. Zihl's elders keep an eye on Andorian society and, when needed, send a champion out to right any wrong they perceive as a threat to the Andorian people.

It is the mission of *Keth* Zihl, according to both legend and to Srel himself, to assist Andorians in any way possible in matters that threaten to bring harm to the species as a whole. The *keth* served as traveling wise men who would help anyone they came upon with whatever hardship had befallen them. Of course, these beliefs and actions soon blossomed into fantastic tales of an almost knightly order of do-gooders.

Perhaps the most famous tale of a *Keth* Zihl champion was a story that came about during the worst days of the *Kieloth*. It tells of a time when all Andoria, on the recommendation of a mysterious warlord, took their troubles, vices, and bad feelings and placed them into a pit near what is today the city of Dira. The Andorians obeyed and, in a flash of blue lightning and black smoke, a giant blue bear with one hundred clawed hands appeared. The warlord commanded it to enslave the Andorian people and destroy any who resisted. One Andorian came forward and said, "I did not give up my fears, I did not banish my sorrow. I have retained my anger and my desperate desire to see all made well again someday." This was H'thves Zihl. He was said to have told the gathered Andorian people that they would someday find a solution to their troubled times, but not in a magic pit or other such nonsense. Only by acting together as a single people would they triumph. Needless to say, he defeated the Hundred Handed One and earned himself a place in the storybooks owned by nearly every Andorian child.

According to Srel's accounts, the number of Zihl members has dwindled to barely a dozen over the years. Many members follow the original code of *Keth* Zihl so closely they will not eat processed (or replicated) food, will not use any medicine they cannot make themselves, and will not do anything to prolong their lifespans that they consider "unnatural." Luckily, Srel Zihl, like many of the chosen champions, is not that strict in his following of the code. He now journeys from one Andorian world to another searching for a way to save his *keth* and by doing so save all Andorians everywhere.

Appearance

Srel is an Andorian male who appears to be in his late 40s. He is extremely fit and wears his hair longer than shoulder length (apparently typical of *Keth* Zihl's champions). He dresses in the traditional robes of a Andorian scholar over a form-fitting dueling tunic popular in southern rural areas of Andoria.

Personality/Role Playing Notes



Srel will speak with great intensity about a snowfall or a particular Andorian folktale. If asked questions about modern things like spacecraft or phasers he will nod politely and say, "Interesting, but I am not well versed in such things. I'm a simple man."

In battle he is far from a "simple man." Srel is well versed in the Andorian blade arts and martial disciplines to the point where it is difficult to believe he learned all his skills from a small group of monklike Andorians living in caves somewhere on Andoria.

Any Andorian will recognize the names H'thves and *Keth* Zihl as names from fairy tales and most likely think the old boy's not flying on all thrusters, reacting much as humans would to someone claiming to be descended from Hercules or Sir Lancelot.

Attributes

Fitness 5
 Vitality +1
Coordination 4
Intellect 2
 Logic –1
 Perception +1
Presence 3
Psi 0

Skills

Acrobatics (Rope Swing) 1(2)
Athletics (Jumping) 1(2)
Culture (Andorian, all) 2(3)
 (Andorian Dueling) (3)
 (Andorian Mythology and Folklore) (3)
Dodge 1
History (Andorian: *Keth* Zihl) 1(2)
Language (Andorian) 2
Law (Andorian) 1(2)
 (Andorian Dueling Codes & Laws) (2)
Planetside Survival (Forest) 1(2)

Primitive Weaponry (*Chaka Hramdal*) 3(4)
(*Hrisal*) (4)
Social Sciences (Sociology) 1(2)
Unarmed Combat (*Kharakom*) 2(3)
World Knowledge (Andoria) 2 (3)

Advantages/Disadvantages

Excellent Hearing +288
High Pain Threshold +2
Weapon Master +2
Code of Honor –2 (Duelist's Code)

struck "unfairly," or even in response to verbal insults from fellow onlookers. Even if a duel was completed fairly, the early duels were often to the death and settled nothing. Rather, the clan or family left with a dead kinsman would go home and sharpen its weapons for war, to avenge the results of the duel. Prior to Lor'Vela, most duels were simply a matter of machismo and anger, and sparked more heat than they diffused.

Modern *ushaan* is defined by specific dueling laws written by Lor'Vela and her council six hundred years ago. They are fought privately, with no onlookers allowed save for the local representatives of the law (this varies by district from three to five Andorians) and two *ataneki*, those who record the details of the duel for posterity using a complex language of combat-maneuver notation (also named *atanek*) that can later be used as the basis for the live, ritual recreation of a duel via the art form known as *amdanalnar* (*amdanalnar* "pantomimes" of duels are legal one year after the duel has taken place). Medics may be nearby, but may not observe, and all other interested or disinterested parties must be nowhere near the location of the duel. If two *atanek* are not available, none are allowed to be present, and the duel goes "unrecorded."

DUELING LAW

Ushaani are fought "until blood strikes the floor," a floor which is traditionally a large slab of smooth stone (or a surface of ice, if the location is both sufficiently remote and sufficiently cold to justify and permit it), upon which has been laid a sheet of linenlike cloth approximately six meters on a side. The linens are a tradition, not a legal requirement; they are made specifically for this purpose and are available in any civilized corner of Andoria. The cloth makes spilled blood easier to spot, although against the deep white or blue of glacial ice, it's not really necessary (due to the differences in temperature, blood literally bounces when it strikes ice and is very visible).

Once a combatant has wounded his opponent deeply enough to cause blood to fall to the floor, the duel is ended and honor is satisfied. However, by the provisions of the law, the two combatants may continue fighting, even to the death, if desired. If either combatant does not wish to continue, he may simply leave the boundaries of the dueling area (defined by the edges of the cloth, or by ropes, lines, or other markers if a cloth isn't used). Once outside the place of the duel, the duelist is safe, and the officials present will not hesitate to strike down a combatant who attempts to pursue a foe beyond the cloth of a completed duel. Leaving the cloth before blood has struck the floor also means safety–and a humiliating defeat by concession.

The duel itself follows a number of rules, the first of which is the choice of weapons. If at all possible, the *ushaan* is undertaken with *chaka*, the elaborate ritual blades chosen by Lor'Vela because their study was rare, and *chaka* skill tended to be minimal even in the skilled warriors of the time. Lor'Vela and her contemporaries felt that this would help discourage actions leading to duels, but instead Andorian study of the *chaka* has become an essential part of childhood, as a measure against the *inevitability* of duels. Still, *chaka* remain a ritual weapon, rarely used beyond the edges of the dueling cloth or practice matches done for sport and recreation. The commonly carried *hrisal* (the short, back-curved Andorian dagger) is used for duels when no *chaka* are available.

The other significant rule of the *ushaan* is the order of blows. Each combatant, beginning with the insulted or offended party, if one is obvious (and beginning with whoever hits first, if one is not) must allow his opponent to strike a blow after he has attempted one himself. To strike when your opponent has not yet been given the chance to strike results in an immediate and shameful defeat. This rule, unlike the choice of weapons itself, has had the effect intended by Lor'Vela–*chaka* fighting focuses on precision and defense much more than combinations or intuitive action, and includes no real study of how to deal with more than one opponent. As a result, even the ubiquitous *chaka* training given to nearly every young Andorian is of limited use outside the bounds of ritual combat.

There are many other minor details of the combat law itself beyond the scope of this book, but most are common-sense guidelines to keep the *ushaan* as fair and controlled as possible (laws

requiring equivalent armor, which in any matter of doubt means none at all, for example).

DECLARING A DUEL

Andorians do not brook insult to themselves, their families, or their *kethni*. Anyone who slights the good name and reputation of an Andorian and those he's associated with may be challenged to a duel—in fact, honor *demands* that this be done in most of the Andorian cultures. To allow a stain on one's name to go unchallenged is shameful; it's as good as acknowledging that the slight is an accurate one. Perhaps half of all invocations of the *ushaan* laws are for this reason: to fight against an attack of some kind on an Andorian's extended reputation and honor.

The remaining duels fall into two categories: personal vendettas and legal appeals. "Personal vendetta" is a catch-all category to describe any duel driven by passion or anger instead of a clear, definable slight against a reputation. The vendetta needn't be reasonable, it needn't have a provable basis, and it needn't be free of obvious ulterior motives. It is a powerful tool in the Andorian political arsenal, though a very tricky one to wield, considering that it requires a murderously angry Andorian (who aren't nearly as common as popular novels and holoplays would suggest)! Legal appeals are a much-commented upon quirk of the Andorian system of law: Any Andorian accused of something by another Andorian may declare it an attack on his honor, thus yanking it out of the court system and into the realm of dueling law. The legal defendant becomes the duel's challenger, and guilt and innocence are decided by the outcome of the fight. Contrary to some common assumptions, this use of the duel isn't based on any old Andorian belief that "fate" or providence of some kind will shape the outcome of the duel. Rather, it was meant by Lor'Vela to prevent needless or frivolous accusations from being put forward in the courts, by making any such accusation potentially deadly. The results have been mixed, but the Andorians are not at all interested in removing the practice, despite occasional criticism from other species and governments.



CHAMPIONS: DUELING PROXIES

In 2135, an elderly Andorian scientist named Erev Ivos was challenged to an *ushaan* by his own son, Tlanek, following a public incident in which Erev had denounced the boy's choice of marriage partners as foolish and destructive to *Keth* Ivos. Erev was stunned, but accepted the challenge with dignity, despite his infirmity, knowing that it would mean his death (to refuse would be to live in humiliation). To the surprise of the entire clan, another of Erev's sons, Uresh, rendered his father unconscious with a heavy blow to the back of the head and arrived at the dueling arena to fight in his place, repeating his father's statements and demanding the right to fight "for my family honor, with an arm and a blade as strong as that honor deserves." The officials present refused the request, insisting that Uresh wait his turn if he felt it necessary to avenge his father, but Tlanek shouted them down, eager to fight his brother and insisting that it was his right to accept the change of terms. Under the circumstances, the officials judged in favor of Tlanek and Uresh, since they were clearly willing—but the result was a duel that set a precedent that many Andorians wish had never been set. From that time onward, the concept of the *champion* was alive and well on Andoria. After months of debate in Andoria's courts, the practice became recognized as formally legal.

The Council of 300 laid down several restrictions that keep the use of champions to a minimum: A champion may only be named to fight for the defender—the Andorian who was challenged to the duel. The champi-

on must be of the same *keth* as the defender, and known to be either a blood relative or a blood-bonded friend. The champion must publicly declare his support of the defender on whatever matter the duel is being fought over: If the defender slept with another Andorian's wife, then the champion must publicly declare that he supports this course of action! The championed defender himself must accept the champion willingly, or be unable to express an opinion due to injury or illness—although Uresh's technique of *making* the defender unable to express himself was declared illegal and cannot be employed. The challenger need not accept the defender's champion, but the champion may then duel the challenger for the right to acceptance.

Finally, the champion must volunteer his service as champion: He may not be asked by the defender, or anyone else, to take up arms on another's behalf. This last clause is coded into law like all the rest, but has proven essentially impossible to enforce without the use of technologies or psionic techniques that the Andorians find inexcusable violations of privacy.

Champions themselves are generally respected. Andorian society is still fundamentally unsure of how to react to champions as individuals and seems to have granted them the benefit of the doubt, turning all their potential scorn on the one being championed. While a champion may certainly save the life of an Andorian from an undeserved death in the *ushaan*, it will also shame the one it saves terribly.

DUELING IN STARFLEET

Any Andorian who maintains his status as a citizen (there are nearly 5 billion Andorian citizens as of 2269, although fewer than 20% of them physically reside on the home planet itself) is expected to follow the laws of the *ushaan* as closely as possible. Most Andorians live in heavily Andorian communities or on Andorian colony worlds, so this is seldom a problem, but special cases must be made for Andorians serving on a starship, and particularly for those serving in Starfleet.

Andorians acknowledge that there is no dishonor if a non-Andorian simply refuses a challenge to duel, and as a result such challenges are rare—an Andorian is more likely to demand an apology verbally from a Tellarite who insults him, for example (although getting one can take a lot of yelling). On the other hand, any non-Andorian who willingly accepts an invitation to the *ushaan* will be viewed with a note of alarm and respect. Any party to the *ushaan*, Andorian or not, is expected to follow the *ushaan* code of law once the duel has been agreed upon.

TOOLS OF THE DUEL

There are as many types of *chaka* as there are styles of *chaka*-fighting. Adding to the mix, each *keth* uses its own unique *chaka* designs. *Keth* Idisha blades, almost universally hailed as the peak of Andorian weapon design, combine smooth functionality with a flowing use of negative space and reflective light from crystallographic fluctuations in metal purity. No two *Keth* Idisha blades, even ones customized for the same hand by the same craftsman in successive forgings, are alike. *Keth* Anirr *chaka* follow the traditional forms of Ka'thelan blade art, with a leaf-shaped main blade and slightly smaller, incised side blades. *Keth* Athrun and *Keth* Ivari both use rounded, slender, tapering *chaka* more easily used in Am'orshia maneuvers (see pgs. 96-99 for *chaka* fighting maneuvers), though less well suited for Chetari. Even Athrun and Ivari blades seem heavy compared to the feather-light *chaka* of *Keth* Idrani made from volcanic Tharan iron. *Keth* Kaleth wears hooked "claw *chaka*" (not allowed in duels outside their own *keth*) that can tear ragged wounds, contrasting with the scalpel-sharp *chaka* of *Keth* P'trell that sever veins almost painlessly. (A popular Andorian joke maintains that seeing a P'trell doctor hurts more than seeing a P'trell duelist.) If one blade can stand up to the revered Idisha work, though, it is the *chakath* of *Keth* Kor. This massive *chaka* weighs in at nearly two kilograms of Voralus steel, traditionally drawn from only one mine on the entire planet. Its massive central blade almost recalls the Earth Bowie knife, and the side blades are relatively short and thick, with deep grooves to draw blood away and channel it down the wielder's wrist. Deeply carved runic engravings cover the *chakath's* basket-hilt, which Kor duelists use in devastating smash attacks to the wrists, biceps, and (if possible) face of opponents. A foe struck by the hilt of a *chakath* often bears its imprint (clearly readable in a mirror) for life. The *chakath's* weight and punching power make it the preferred tool of Chuken practitioners—or at least those who can obtain such prized blades from the proud Kor clan.

On board a ship, the highest-ranking officer on board (the Captain, unless circumstances make the Captain unavailable) is considered the "legal representative" for *ushaan* purposes, even if the Captain is non-Andorian and a high-ranking Andorian officer is available. It is this officer, and two other officers of his choice, who oversee an *ushaan* on board a Federation vessel (similar protocols are followed on non-Federation ships, with some variation). It is considered proper etiquette for the ranking officer to choose at least one Andorian to join him in overseeing the duel, if it is reasonably possible.

Starfleet ruled in 2182 that all those participating in *ushaani* may continue to fight to the death under the normal Andorian laws, and that

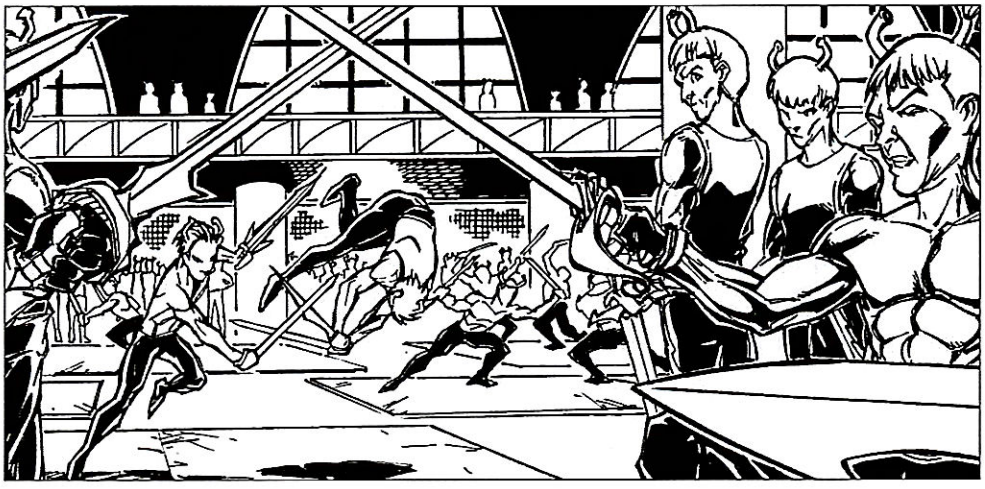
any resulting death would be considered voluntary suicide. The decision caused controversy at the time, but it was ultimately recognized that the UFP's position of nongovernance of its member worlds demanded it. The Andorians had a right to live (or die) voluntarily by their own laws, and to fail to extend that to those non-Andorians willing to fight the *ushaan* would have been hypocritical. Of course, Andorians may not use *ushaan* as an alternative to trial when outside the jurisdiction of Andorian law.

In 2204, an Andorian helmsman and a human technician aboard the *U.S.S. Chatham* fought a duel resulting in the Andorian's death—the first ushaan victory by a non-Andorian. Starfleet tensed in anticipation of backlash from Andoria, but none came. True to its honor, Andoria issued a formal statement that it recognized the skill, courage, and correctness of the human combatant.

Chako Tlaani: The Fighting Arts of Andoria

Few societies integrate fighting and the fighting arts into their cultural institutions and way of life as much as Andoria. In a civilization whose pivotal historical event was a duel, and where dueling remains a formal practice used to settle many different kinds of disputes, fighting arts assume great significance. An Andorian who didn't know how to fight would find himself subject to scorn and ridicule, and could not interact fully with the rest of society.

Thus, all Andorians learn martial arts skills from a very early age, and any Andorian who thinks he has special fighting skills or insight regarding combat tries to persuade others to learn from him, hoping to become a renowned fighting master. Most fail, for their ideas lack originality or use-



fulness, but occasionally one comes along with the true fighting skills–or persuasive ability–to found a new fighting style.

Collectively, the Andorians refer to their body of martial wisdom as *Chako Tlaani* (literally, "war skills systems"). This includes both armed and unarmed fighting arts, though Andorians hold armed combat in far greater esteem. Andorians argue endlessly about which styles are superior, which

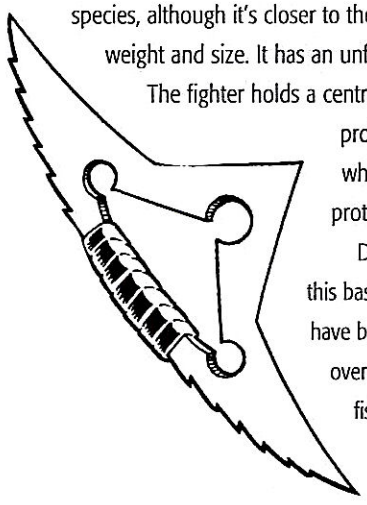
weapons work best with which styles, and just how many styles actually exist (depending on whom you ask, the number ranges from about 500 to over 5,000). Sometimes these arguments become so heated that the participants end up settling them through a practical test—in short, a duel.

ANDORIAN WEAPONS

From their earliest days of spears and stone knives, Andorians have loved weapons. This love saw its fullest expression during the planet's medieval period, when a breathtaking diversity of weapons was developed. Whatever combination of blades, heads, hafts, shafts, points, spikes, and hooks you can imagine, the Andorians have probably made it and used it in combat. Through trial and error, poor designs were weeded out and useful ones improved. Today probably no more than a few hundred weapons are still commonly used in duels or taught to students, but a full discussion of even a significant fraction of them is beyond the scope of this book. The weapons described below are the most significant or frequently encountered ones.

Chaka

The signature, and probably most lethal, Andorian weapon is the *chaka*, sometimes erroneously called the "Andorian dagger" by other species, although it's closer to the traditional short sword in weight and size. It has an unforgettable three-bladed profile. The fighter holds a central haft in his fist. A short blade projects out and up from the fist, while two slender, longer blades protrude to either side.



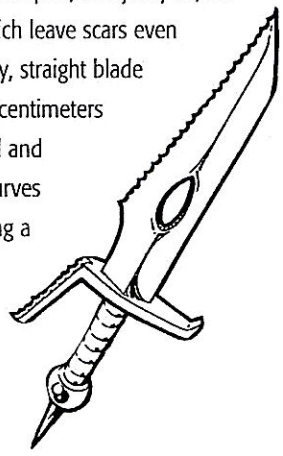
Dozens of different variations of this basic model exist. Most *chakani* have basket-hiltlike protective coverings over the haft to protect the wielder's fist; others do not, while some adapt the covering into a spiked brass knucklelike punching weapon. Some models lengthen the upward-projecting blade and/or shorten the side blades. Many clans have their own preferred *chaka* designs which other Andorians readily recognize. (Recognizing a distinctive blade requires a Routine (4) Primitive Weaponry (Chaka) Test.)

A skilled *chaka* fighter (*chakashan*) is a dangerous foe. His weapon allows him to punch, slash, chop, and thrust with equal ease, meaning that no angle of attack is denied to him. A fighter must be skilled indeed to come away from a *chaka* fight without some sort of injury. The weapon's primary drawback is its relatively short reach; an opponent can use a weapon of greater length, such as the *dosalnar* or *kal'hris*, to strike a *chakashan* first.

Size: 75 cm long side to side; 35 cm long from back of hilt to tip of forward blade
Mass: 1.8 kg
Accuracy: 7
Block: +2
Damage: 4 + 2d6

Dosalnar

Many Andorians fear this swordlike weapon, and justly so, for it can cause horrible jagged wounds which leave scars even after modern medical treatment. A heavy, straight blade projects from its grip and hilt. About 18 centimeters above the hilt, the blade curves outward and becomes saw-toothed. Part of the hilt curves downward to protect the hand, becoming a second, smaller, saw-toothed blade. The razor-sharp teeth of a *dosalnar* can cut through most armor with ease.



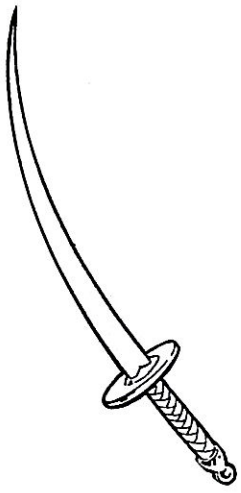
Size: Overall length of blade, 70 cm; of hilt, 14 cm. Some larger, two-handed, versions of the *dosalnar* exist.
Mass: 5.5 kg
Accuracy: 7
Block: +1
Damage: 5 + 2d6

Hrisal

While the *chaka* is the preeminent weapon of Andoria, its size and shape make it awkward to carry around. For a more "everyday" weapon, Andorians created the *hrisal*, a long-bladed fighting knife whose name literally means "best killing tool." Its single-edged blade is up to 60 cm long and has a slight backward curve (to humans, it vaguely resembles a small scimitar). The grip is simply the tang (which curves slightly in a direction opposite the blade) wrapped with a leather

strip. *Hrisalni* are frequently seen on Andoria; many Andorians wear one everywhere they go.

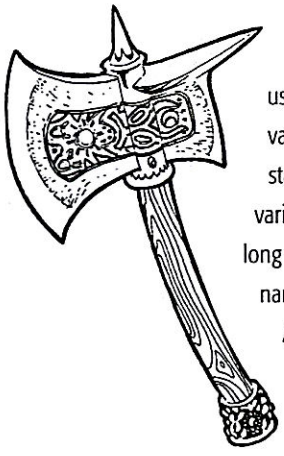
Hrisalni figure prominently in Andorian culture and lore. For example, to say that someone "has a dull *hrisal*" is to accuse him of cowardice; "Your *hrisal* is too small" means that the person referred to has taken on a task too big or important for him (or, in a cruder sense, that he is impotent).



Size: Up to 60 cm long
Mass: Up to 1 kg
Accuracy: 7
Block: +1
Damage: 3 + 2d6

Kal'hris

The *kal'hris* is a battle-axelike weapon with a spike projecting backward from the top of the blade, allowing the wielder to make short, jabbing attacks from unusual angles or use the spike to help climb ice cliffs. The variety of different blade shapes available is staggering; similarly, the length of the haft varies tremendously (some versions are so long they are technically pole arms). As its name, "beautiful weapon," indicates, Andorians often elaborately decorate or engrave their *kal'hrisni.*

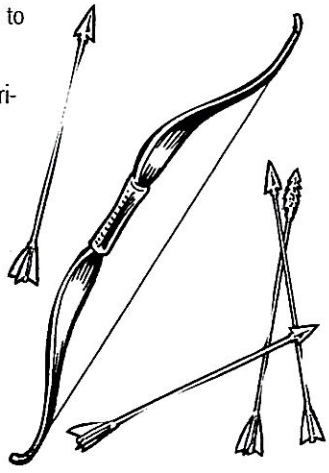


Size: Haft, 75-180 cm long; main blade, 15-28 cm long; spike, 10-25 cm long
Mass: 1.8 to 4.9 kg
Accuracy: 8
Block: +1
Damage: 4 + 2d6 (axe blade); 1 + 1d6 (spike)

Tishrul

The *tishrul* is the Andorian bow, a weapon similar to those found on thousands of worlds. It comes in many different sizes and varieties, the most common of which is a medium-length recurved bow requiring great strength to pull.

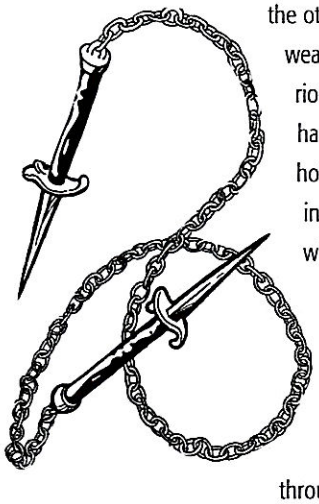
A *tishrul* fires *tishra*, arrows, of various types and sizes. The standard Andorian arrow has three sharp vanes, but over the course of thirty millennia Andorian archers have developed hundreds of different types of specialized arrowheads for hunting in dense trees, piercing armor, or stunning game. (For game purposes, all arrows do the same damage.)



Range: 5/20/50/100
Size: Bow, 90-150 cm; arrows, 60-90 cm
Mass: .4 to 1.2 kg total
Damage: 3 + 2d6

Varchuk

A *varchuk* is an unusual weapon consisting of two wooden shafts, connected by a length of chain at one end of each, with slender, extremely sharp blades projecting from each shaft at the other end-in essence, two daggerlike weapons connected by a chain. A warrior can hold one "dagger" in each hand and use the chain to block, or hold one dagger and spin the other in the hope of hitting the opponent with the spinning end (which can strike with over 1,000 pounds of foot pressure on the point of impact).



A *varchuk's* blades are designed for speed and to slice through armor easily, not to block; the chain is used to block enemy blows. Some *varchuk* fighters prefer a longer chain, allowing them more flexibility of movement, others a shorter, thicker chain for better blocks and easier spinning. With a long enough chain, a fighter can use a *varchuk* to strangle an opponent in the right circumstances.

CHAKA HRAMDAL

Maneuvers

Action	Difficulty	Damage	Notes
Cheenach (Side Thrust)	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the side blades of his *chaka* in a sweeping motion.
*Imtol (Feint)	Special	+3	Regarded as dishonorable trickery by many warriors, this blow fools the opponent, creating an opening which it then exploits. The opponent makes a Routine (5) *Chaka Hramdal* or Intellect Test to detect the feint. If he succeeds, the attack has a Difficulty of 9; if he fails, the Difficulty is 6.
Jenac (Thrust)	8	+3	A quick, deep, straightforward thrust with the *chaka's* forward blade.
*Kellash (Riposte)	C	C	Parries unarmed hand-to-hand attacks. The character rolls a *Chaka Hramdal* Test to establish a Difficulty for hitting him with such attacks. If the attack fails (*i.e.*, the block succeeds), in the next round the character may make a *Jenac* or *Shesra* attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than *Jenac* or *Shesra*, these benefits do not apply.
Keltraath (Chop)	Special	+2	The practitioner stabs downward with the point of a side blade. Although difficulty to execute properly, this maneuver is equally difficult for the target to block. If the target attempts to block; use the *lower* of 8 or the Block's Test Result when determining the Difficulty Number for this maneuver.
Shesra (Short Slash)	7	+2	A rapid slash with the *chaka's* forward blade.
*Shestaal (Sunrise Slash)	9	+4	A sweeping slash intended to cut the target with all three of the *chaka's* blades.
Thaas (Block)	C	C	Parries unarmed hand-to-hand attack. The character rolls an *Alnaav* Test to establish a Difficulty for hitting him with such attacks.

Requirement: Primitive Weaponry (*Chaka*) 2 (3) or higher.

Substyles: The following are just a few of the hundreds of different "schools" of *Chaka Hramdal*, including the maneuvers each style focuses on.

Am'orshia: Often considered a cowardly and dishonorable style, *Am'orshia* is banned from many duels and competitions. It relies on feints, deceptive maneuvers, shifting the *chaka* from hand to hand, and other tricks to set the opponent up for a killing blow. To learn it, a character must have the Ambidexterity advantage, and must learn the skill Sleight of Hand (Am'orshia) 1 (2). He may, as a Timed Action, make a Moderate (6) Sleight of Hand (Am'orshia) Test; for every two points by which he makes the roll, he receives a +1 to his Test Result for the first maneuver he makes in that round or the next round. *Cheenach, Imtol, Jenac, Kellash, Shesra, Shestaal.*

Chetari: This substyle relies primarily on use of the central blade of the *chaka*. Its masters teach that the side blades are intended for blocking, and that a truly skilled warrior kills only with the shorter blade. *Imtol, Jenac, Kellash, Shesra.*

Chuken: *Chuken* practitioners fight close in to their opponents, using short jabs and thrusts and trying to prevent them from using any broad or sweeping maneuvers (such as *Shestaal* or *Keltraath*) to counterattack. A *Chuken* fighter moves constantly, circling his opponent and trying for a better angle of attack. *Cheenach, Imtol, Jenac, Shesra.*

Desalari: *Desalari* uses a much greater range of underhand motions than most styles, which prefer straight thrusts or slashes. The intent is to penetrate beneath the opponent's guard to strike him in the legs, groin, or stomach. If the Narrator uses the optional rules for Hit Locations, a *Desalari* fighter will often specifically target those areas. *Cheenach, Imtol, Jenac, Keltraath* (underhand variant), *Shesra.*

Neeshrala: Most *Chaka Hramdal* styles are meant for use against other *chaka* fighters. In contrast, *Neeshrala* is designed for best results against opponents wielding other weapons. *Neeshrala* practitioners tend to block, and even dodge, more than other *chaka* fighters, since that's the only way to avoid larger, longer weapons and close for a killing thrust. *Cheenach, Imtol, Jenac, Kellash, Shesra.*

Veshtro Tlana: This common substyle concentrates on side-to-side and up-and-down circular motions and maneuvers, such as slashes and chops. *Cheenach, Kellash, Keltraath, Shesra, Shestaal.*

DUAL CHAKA

Dual *Chaka* is a separate Specialization of the *Primitive Weaponry Skill*. Instead of granting an extra die, it allows the wielder to make two attacks per round (with *chaka* only) without the normal +1 Difficulty penalty for Multiple Actions (***Star Trek Roleplaying Game***, page 109). Learning the Dual *Chaka* Specialization requires the student have the Primitive Weaponry (*Chaka*) skill at a rating of at least 4 (5) before he can learn the new Specialization.

Size: Chain, 30-75 cm; hafts, 20-30 cm; blades, 20-30 cm
Mass: 1.9 to 2.9 kg
Accuracy: 7
Block: +2
Damage: 2 + 2d6

WEAPON STYLES

The following are just a few of the weapon-based fighting arts practiced by the Andorians. Each of these styles is a separate Specialization of the *Primitive Weaponry* skill. To buy one, a character must first know how to use the appropriate weapon (the "Requirements" listing at the end of each style describes the skills which the character must know before he can learn the style). Once he satisfies that prerequisite, he buys the style as a separate Specialization; instead of providing an extra die to roll, this entitles him to use any of the style's maneuvers. Each maneuver has a **Difficulty** (the Difficulty Number needed to hit a target), **Damage** rating (the bonus to the weapon's damage roll), and **Notes** indicating any additional effects or rules.

(Note: For series using the expanded martial arts rules in the ***Star Trek: The Next Generation Roleplaying Game Players' Guide***, the Advanced maneuvers for each style are indicated by an *asterisk*.)

Chaka Hramdal

By far the most common weapons style on Andoria is *Chaka Hramdal*, the "secret chaka death-art." Any student of combat can tell that it was developed by a people of great strength and great ability to ignore pain, for it contains few maneuvers which involve avoiding or blocking attacks. According to at least some of the ancient teachings, a true *chaka hramdala* can kill his opponent so swiftly that he has no need to block or dodge. It's this image of the attack-at-all-costs *chaka* warrior which most Federation citizens are familiar with, not the supremely skilled and versatile *chakashan* Andorians know and revere.



According to scholars, over 800 officially recognized substyles of basic *Chaka Hramdal* exist. Many clans have their own "secret" styles which they teach only to their members. (In game terms, you can represent these secret maneuvers with the special techniques rules from page 71 of the ***Star Trek: The Next Generation Roleplaying Game Players' Guide***.) Some substyles vary wildly; others are virtually identical except for one or two minor changes. For example, the *Tluthat* and *Tlonaru* substyles are mostly the same, but the former's maneuvers are usually performed palm up, the latter's palm down. Some are truly esoteric, such as *Kolnat*, in which the practitioner tries to cut a specific tendon in his opponent's arm, thus rendering his foe incapable of fighting. Details on several of the most common substyles are provided below.

Ivarus Hrisalnar

Once, as its name indicates, the exclusive possession of *Keth* Ivari, *Ivarus Hrisalnar* ("Ivari Knife-dancing") passed into common knowledge at some point prior to the time of Lor'Vela under circumstances which are still hotly debated (the Ivari claim that some dishonorable dog of a warrior

IVARUS HRISALNAR

Maneuvers

Action	Difficulty	Damage	Notes
Hrusa (Lunge)	8	+3	Practitioner uses the momentum of his movement to increase the power of his attack.
Jenacra (Short Thrust)	7	+2	
**Kellash* (Riposte)	C	C	Parries unarmed hand-to-hand attacks. The character rolls an *Ivarus Hrisalnar* Test to establish a Difficulty for hitting him with such attacks. If the attack fails (i.e., the block succeeds), in the next round the character may make a *Shes* or *Jenacra* attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than *Shes* or *Jenacra*, these benefits do not apply.
Shes (Slash)	6	+1	
Thaas (Block)	C	C	Parries unarmed hand-to-hand attack. The character rolls an *Ivarus Hrisalnar* Test to establish a Difficulty for hitting him with such attacks.

Requirements: Primitive Weaponry (*Hrisal* or other dagger- or swordlike weapon) 1 (2) or higher.

stole the knowledge from them; some clans believe that the Ivari sold their fighting secrets to other clans for money or food). A graceful, almost swashbuckling style, it involves carefully timed dodges and blocks combined with short thrusts and slashes. Rather than sacrifice everything to make one lethal blow, a *Hrisalnar* practitioner tries to inflict a larger number of lesser wounds while keeping himself safe and unharmed, thus winning the battle through attrition. Masters of the style often wear blue wristbands, symbolizing how their hands run blue with the blood of their enemies.



Hlesha Tlara

One of the most unusual Andorian martial arts, *Hlesha Tlara* is as much a bloodsport as it is a true fighting style, though no experienced fighter can deny that it's effective in actual combat. It derives from ancient hunting rituals and practices which, as society evolved, were adapted to combat and sport. A typical *Hlesha Tlara* event pits two expert hunter-warriors against each other in a wilderness at nighttime. Starting from opposite sides of a defined area, they must seek each other out using their hunting skills and native Andorian sensory abilities, then injure or disable their opponent.

When used as a pure fighting art, *Hlesha Tlara* is ideal for, among other situations, battles at night or in other low-visibility situations (such as fog). Its techniques are rather sparse and simple, but undeniably effective, and also include the use of traditional Andorian missile weapons.

UNARMED FIGHTING STYLES

Although they prefer weapons, Andorians have developed a large number of unarmed combat styles as well. Tales of fighters who could take on troops of armed warriors and defeat them without ever drawing *chaka* or *hrisal* are common in Andorian legend and media. According to experts, there are at least 200 distinct unarmed combat styles on Andoria; the two described below are the most common ones.

HLESHA TLARA

Maneuvers

Action	Difficulty	Damage	Notes
Jenac (Thrust)	6	+1	
**Maruitha* (Leaping Blow)	8	+3	The practitioner moves up to 3 meters (minimum of 1 meter) in a leap onto his target, using the momentum of the leap to increase the power of the attack.
Shonu (Stab)	7	+2	
Thoas (Block)	C	C	Parries unarmed hand-to-hand attack. The character rolls an *Hlesha Tlara* Test to establish a Difficulty for hitting him with such attacks.
**Ashnra* (Precise Aiming)	–1	+2	Decreases Difficulty of archery Tests, and increases damage done by arrow. Practitioner cannot use Aim maneuver, and can perform no other actions in the round when he uses *Ashnra*.

Requirements: Primitive Weaponry (*Chaka* or other weapon of choice; *Tishrul*) 2 (3) and (3) or higher, Search 2 or higher, a +2 Perception edge

HLESHVALATH

Maneuvers

Action	Difficulty	Damage	Notes
Krethok (Bear Hug)	4	3 + 1d6	Can only be used following successful Vethok maneuver.
Nathut (Slam)	5	3 + 1d6	The character can only use this maneuver following a successful Grab. The practitioner picks up the grabbed character and smashes him into the ground. The practitioner retains his hold on the grabbed character.
**Ramshat* (Joint Break)	10	Special	This maneuver immobilizes one of the target's limbs just like *Ramthok* (see below). The practitioner also twists the joint in such a way as to cause his victim to suffer agonizing, but nondamaging, pain. The victim takes 1 + 1d6 Stun damage every round in which he is caught in the *Ramshat*; rules for Stun damage are found on page 117 of the core rulebook. If the practitioner wishes, he may instead make an Opposed Test against his victim using Fitness (modified by Strength and the practitioner's significant advantage) to break the grabbed joint, which causes the victim to become Incapacitated and the limb to be useless until healed.
Ramthok (Joint Lock)	6	C	If successful, the character has grabbed one of his opponent's limbs (usually an arm) and effectively immobilized it, preventing the attacker from using that limb until he frees it. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limb. This Opposed Test is an Immediate Action, but may be attempted only once per round. The attacker may use his other limbs to attack, but all such attacks are at –2 due to awkwardness. A practitioner may, if he wishes, use both of his arms to immobilize opponents, but this will of course restrict his own ability to make other attacks.
Thoken (Escape)	6	C	This maneuver is used to escape from Grabs, Joint Locks, and similar attacks. It grants a +2 bonus to the character's Fitness + Strength when making an Opposed Roll to escape such maneuvers. Using Escape counts as an Immediate Action, but may be attempted only once per round.
Vethok (Grab)	7	C	If successful, the character has grabbed two of his opponent's limbs (usually his arms) and effectively immobilized them, preventing the attacker from using those limbs until he frees them. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limbs. If the practitioner wins, the target remains held; if the roll is a tie, one limb has been freed; if the target wins the roll, both limbs are freed. This Opposed Test is an Immediate Action, but may be attempted only once per round. The attacker must use both of his arms to perform this maneuver.

KHARAKOM

Maneuvers

Action	Difficulty	Damage	Notes
Adura (Short Hook)	7	4 + 1d6	
**Ghelad* ("Hookhammer")	8	5 + 1d6	
Tethra (Short Punch)	6	3 + 1d6	
Thaas (Block)	C	C	Parries unarmed hand-to-hand attacks. The character rolls a *Kharakom* Test to establish a Difficulty for hitting him with such attacks.
**Vethok* (Grab)	7	C	If successful, the character has grabbed two of his opponent's limbs (usually his arms) and effectively immobilized them, preventing the attacker from using those limbs until he frees them. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limbs. If the *Kharakom* practitioner wins, the target remains held; if the roll is a tie, one limb has been freed; if the target wins the roll, both limbs are freed. This Opposed Test is an Immediate Action, but may be attempted only once per round. The attacker must use both of his arms to perform this maneuver.
**Uthela* (Footsweep)	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).

Difficulty indicates the Difficulty Number needed to hit a target with the maneuver. **Damage** is how much damage the maneuver does. **Notes** lists any additional information about the maneuver. An **asterisk** denotes an Advanced maneuver for purposes of the expanded martial arts rules.

Hleshvalath

Most Andorian fighting styles employ direct force. *Hleshvalath*, or "Andorian wrestling," follows this model in an indirect fashion. Like most wrestling types of arts, it emphasizes grappling and restraint of the opponent. Unlike such styles, which are relatively nonviolent and slow-paced, *Hleshvalath* is quick, harsh, and brutal. Combatants try their best to injure each other with slams, joint-breaks, and bear hugs, and often throw basic punches and similar maneuvers into the mix to keep their opponents off-balance.

Kharakom

Often described to humans as "Andorian boxing," *Kharakom* is actually a somewhat more complex fighting style. At its most basic level, it does concentrate almost exclusively on punches, ranging from short, straight jabs to the infamous "hookhammer" roundhouses which can supposedly drop an Andorian bull. Students who master those maneuvers can, however, go on to expand the breadth of their fighting skill, learning a grab maneuver and footsweep maneuver.

Overlays in Blue: Andorian Characters

For players who wish to play Andorians, and Narrators who need Andorian Supporting Cast for their episodes, this chapter provides complete rules for creating Andorian characters. The first part of the chapter has a broad selection of Overlays specific to Andorian society, plus a complete set of Background History stages and packages for Andorians. The second part covers skills, advantages, and disadvantages, and includes some new ones just for blue-skinned antennaed types.

Overlays

These Overlays are appropriate for Andorian characters raised on Andoria (or in some other Andorian community). Non-Andorian characters, and Andorians raised by other species, should only take one of them with the Narrator's permission.



The Andorian Overlays are divided into two types: military and civilian. Military Overlays represent various members of the Andorian Defense Forces and the Am Tal. Like the Starfleet Overlays in the ***Star Trek***

ANDORIAN TEMPLATE

This Template represents the typical Andorian character. It revises and replaces the Andorian Template from the ***Star Trek Roleplaying Game*** and ***Star Trek: The Next Generation Roleplaying Game***.

Attributes

Fitness 3 [6]
Vitality +1
Coordination 2 [5]
Intellect 2 [5]
Logic –1
Perception +1
Presence 2 [5]
Psi 0 [5]

Skills

Culture (Andorian) 2 (3)
History (Andorian: choose *keth*) 1 (2)

Language

Andorian 2

Primitive Weaponry (*Chaka* or other Andorian weapon) 2 (3)
Science, Any (choose Specialization) 1 (2)
World Knowledge (choose Andorian planet) 1 (2)

Typical Advantages/Disadvantages

Excellent Hearing +2 (due to Antennae)
High Pain Threshold +2

Roleplaying Game core rulebook, they are built on 54 Development Points, representing the fact that ADF and Am Tal members are highly trained and extremely competent.

The civilian Overlays, on the other hand, are built on just 36 Development Points. No matter how well trained or experienced, few civilians are the equal of Starfleet or ADF officers. However, if the Narrator prefers to maintain game balance and keep all characters equal, he can give civilian characters an additional 18 Development Points to spend to improve their Overlay skills or buy other, related, skills.

ANDORIAN MILITARY OVERLAYS

COMMAND

ADF Command officers fulfill administrative functions and serve as leaders for the crew. They also mete out discipline when necessary and see to it that the crew complies with all applicable regulations. Given the nature of conflict resolution in Andorian society, they have to be skilled fighters in addition to being skilled administrators.

To become a First Officer or Captain on an Andorian ship, a character must possess knowledge of other ship functions and responsibilities (such as Helm or Engineering), and must purchase both the Department Head and Promotion advantages (see the "Existing Advantages" section of this chapter).

Administration (Starship Administration) 2 (3)
Command (Combat Leadership) 2 (3)
(Starship Command) (3)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Andorian: choose keth) 1 (2)
Language
Andorian 1
Law (ADF Regulations) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetary or Starship Tactics (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Primitive Weaponry (add one Specialization to skill from Template)
Shipboard Systems (choose Weapons Systems and one other Specialization) 1 (2) and (2)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)

COMMUNICATIONS

ADF Communications duties (opening communications channels, encrypting and decrypting transmissions, coordinating damage control) are very similar to those of Starfleet communications personnel, and many eventually transfer into Starfleet to continue their careers. In addition to their standard training, they receive special computer systems instruction.

Administration (choose Specialization) 1 (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Andorian: choose *keth*) 1 (2)
Language
Andorian 1

Law (ADF Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Science, Any (choose related Specialization) 1 (2)
Shipboard Systems (Communications) 2 (3)
Systems Engineering (Communications) 2 (3)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)

Helm/Navigation

Helmsmen pilot ships; navigators compute and lay in courses for the helmsman to follow. On Andorian ships, these two officers are also responsible for firing the ship's weapons, and receive special combat training to help them repel boarders.

Administration (choose Specialization) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Andorian: choose *keth*) 1 (2)
Language
 Andorian 1
Law (ADF Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Primitive Weaponry (add one Specialization to skill from Template)
Shipboard Systems (Weapons Systems and either Helm or Navigation) 2 (3) and (3)
Systems Engineering (choose Specialization) 1 (2)
Unarmed Combat (choose two Specializations) 1 (2) and (2)
Vehicle Operation (Shuttlecraft) 2 (3)

Engineer

Andorians can be rough on their equipment, so Andorian engineers have to be skilled at repairing and maintaining it. Most Andorian engineers specialize in a particular type of engineering (such as weapons systems or warp drives).

Computer (Modeling) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Any (choose two Specializations) 2 (3) and (3)
Engineering, Any Other (choose Specialization) 1 (2)
History (Andorian: choose *keth*) 1 (2)
Language
 Andorian 1
Law (ADF Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Physical Science (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Shipboard Systems (choose two Specializations) 2 (3) and (3)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operation (Shuttlecraft and one other vehicle) 1 (2) and (2)

Medical

ADF doctors specialize in treatment of their own species, since they rarely have occasion to treat non-Andorians. Their training includes extensive study of Andorian combat medicine, because they often need to patch up crewmen following duels.

Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (Andorian) 2 (3)
(Wound/Combat Trauma) (3)
History (Andorian: choose *keth*) 1 (2)
Language
 Andorian 1
Law (ADF Regulations) 1 (2)
Life Science (choose Specialization) 1 (2)
Medical Science (Andorian and choose one additional Specialization) 2 (3) and (3)
Personal Equipment (Medical Tricorder) 2 (3)
Planetside Survival (choose Andorian planet) 1 (2)
Shipboard Systems (Medical Systems) 2 (3)
Vehicle Operation (choose Specialization) 1 (2)

Security

Security is a very important function aboard Andorian ships. Keeping an entire crew of Andorians under control is sometimes a daunting task, but ADF Security is up to it. Their training skimps slightly in some areas in

order to devote more study to Andorian law, security procedures, and unarmed combat.

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Andorian: choose *keth*) 1 (2)
Language
Andorian 1
Law (ADF Regulations) 2 (3)
Planetside Survival (choose Andorian planet) 1 (2)
Security (choose Specialization) 2 (3)
Shipboard Systems (Weapons Systems) 2 (3)
Systems Engineering (Security) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operation (choose Specialization) 1 (2)

Am Tal Field Agent

These highly trained agents perform a variety of functions. They gather intelligence, assist security and planetary defense personnel, and infiltrate underworld organizations which cause harm to Andorians. While they do not often serve on starships, they may travel on them (undercover or not) to reach the starting point of a mission, or to ferret out a traitor. Characters might thus encounter an Am Tal agent anywhere. Additionally, any other sort of Andorian might be an Am Tal asset, although they won't have specific espionage skills.

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (3)
Espionage (choose Specialization) 2 (3)
History (Andorian: choose keth) 1 (2)
Language
Andorian 1
Law (ADF Regulations) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operation (Shuttlecraft) 1 (2)

ANDORIAN CIVILIAN OVERLAYS

Artist

As a passionate and expressive people, the Andorians breed many artists and for the most part have a fine appreciation of art. Artists and performers are often revered and admired. You can use this Overlay to represent most artists–from sculptors to musicians, to poets, to *amdanalnara*–by choosing the appropriate Artistic Expression Specialization.

Artistic Expression (choose Specialization) 2 (3)
Athletics (choose Specialization) 1 (2)
Bargain (Artwork OR Performance Prices) 2 (3)
Charm (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Culture (Andorian Art History) 1 (2)
History (Andorian: choose keth) 1 (2)
Language
Andorian 1
Personal Equipment (choose Specialization) 1 (2)
Persuasion (choose Specialization) 1 (2)

Astronomer

The Andorian astronomer (*tloneeth thras*) is traditionally a sort of combination scientist-entertainer. He studies astronomical phenomena, then dispenses his knowledge to laymen in the form of stories, presentations, and performances. An astronomer's stock of ancient Andorian legends about constellations is one of his greatest assets.

Artistic Expression (choose Specialization) 1 (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Culture (Andorian Star Legends) 2 (3)
History (Andorian: choose keth) 1 (2)
Language
Andorian 1
Personal Equipment (choose Specialization) 1 (2)

Persuasion (Storytelling) 2 (3)
Space Sciences (Astronomy) 2 (3)

Diplomat

Although it's not thought of as a typical Andorian career, diplomacy and negotiation are necessary to get along in the galaxy, and some Andorians enjoy such work. Some also conduct negotiations between feuding clans. Players can also adapt this Overlay for Andorian politicians.

Administration (choose Specialization) 1 (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Diplomacy (choose two Specializations) 2 (3) and (3)
History (Andorian: choose three *kethni*) 1 (2) (2) (2)
Language (choose Language) 1
Law (choose Specialization) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Social Sciences (choose Specialization) 1 (2)

Duelist

Some Andorians fight even more than normal. They may be clan champions, bravos who find it thrilling to challenge others to duels, or just people who seem to get into duels frequently without wanting to. The general term for such persons is "duelist." It's often applied derisively, as if to indicate that the person cannot restrain his temper and pride or stay out of trouble.

Athletics (choose Specialization) 1 (2)
Dodge 1
History (Andorian: choose *keth*) 1 (2)
Language
 Andorian 1
Law (Andorian) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Primitive Weaponry (choose Specialization) 2 (3)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operation (choose Specialization) 1 (2)

Hunter

Although Andoria has long since passed the stage where people have to hunt animals to live, some Andorians still hunt animals for sport, or because they like the taste of nonreplicated food. Something about hunting speaks to the Andorian soul; hunters will tell you there's nothing as invigorating as tracking a bear or some other creature across an icy tundra and closing in for the kill. Some hunters use their skills to track down humanoid fugitives and renegades.

Athletics (choose Specialization) 1 (2)
Dodge 1
History (Andorian: choose *keth*) 1 (2)
Energy Weapon (Phaser Rifle) 1 (2)
Language
 Andorian 1
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Andorian planet) 2 (3)
Primitive Weaponry (Tishrul) 2 (3)
Tracking (choose Specialization) 2 (3)

Keth'ras

A *keth'ras* is a *keth* history scholar, a person raised and trained (or, in some cases, hired) to maintain the historical records of a *keth* and research the *keth's* history. As such his skills are mostly academic, but a wise *keth'ras* knows that his statements about history may insult members of other *kethni*, so he's ready to defend himself if necessary.

Computer (Research) 1 (2)
History (Andorian: choose employer *keth* and one other *keth*) 2 (3) and (3)
Language
Andorian 1
Law (Andorian) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Persuasion (Debate) 1 (2)
Planetside Survival (choose Andorian planet) 1 (2)
Social Sciences (choose two Specializations) 2 (3) and (3)
Increase one Template Specialization or add one appropriate Specialization to a Template skill

Merchant

Commerce has been important on Andoria since long before the time of Lor'Vela; trade in foodstuffs once kept many communities alive and sparked many wars. Today, with Andoria sitting at the hub of several important galactic trade routes, merchants still hold a prominent place in society despite the fact that every Andorian's basic needs are now met through technology rather than commercial transactions. However, not all merchants are entirely honest; some try to undercut the competition by dealing with the likes of pirates and the Orion Syndicate.

Athletics (choose Specialization) 1 (2)
Bargain (choose Specialization) 2 (3)
Computer (choose Specialization) 1 (2)
Language
Federation Standard 1
Language of choice 1
Law (Trade Regulations) 2 (3)
Merchant (choose Specialization) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Shipboard Systems (Flight Control) 1 (2)
Optional: Streetwise (Orion Syndicate) AND Dark Secret –3

EARLY LIFE

The character receives 5 Development Points to spend during Early Life.

Keth Early Life Packages

The following packages represent what a stereotypical character would learn growing up in a specific *keth*; players can modify them based on the *keth* descriptions on pages 60-65 to reflect different aspects of the character's *keth*. (For example, a clansman of *keth* Kor might take his skill in Planetside Survival (Arctic) or Athletics (Skiing) rather than Diplomacy or Command.)

Keth *Aldin*: Social Sciences (Xenoarchaeology) 1 (2), World Knowledge (choose Specialization) 1 (2), Arrogant –1

Keth *Aniri*: Social Sciences (Andorian Archaeology) 1 (2), +1 Logic or Perception edge, +1 Specialization for any Template Skill.

Keth *Athrun*: Shipboard Systems (Flight Control) 1 (2), Vehicle Operation (choose Specialization) 1 (2), Clan Shame –1

Keth *Avola*: Medical Sciences (Psychology) 1 (2), +1 Empathy edge, Contact +1 (Federation medical community)

Keth *Birev*: Material Engineering (choose Specialization) 1 (2), Vehicle Operation (Rail Vehicles), Arrogant –1 (Beliefs re: Early Clan Inventions)

Keth *Claness*: Athletics (*Kochek*) 1 (2), Material Engineering (choose Specialization) 1 (2), +1 Logic or Dexterity edge, Rival –2 (*Keth* Ghorev)

Keth *Dovora*: Merchant (choose Specialization) 1 (2) OR Physical Sciences (Mathematics) 1 (2), +1 Logic edge, +1 Vitality edge

Keth *Dra*: Space Sciences (choose two Specializations) 1 (2), Contact +1 (Andorian Astronomical Survey)

Keth *Endilev*: Artistic Expression (Brewing) 1 (2), Merchant (Ale) 1 (2), Dark Secret –1 (*Keth*'s Ale Recipes)

Keth *Ghorev*: Athletics (Kochek) 1 (2), Gaming (choose Ishlin or other Specialization) 1 (2), +1 Dexterity edge, Rival –2 (*Keth* Claness)

Keth *Idisha*: Artistic Expression (Acting OR Playwright) 1 (2), Weaponsmith (choose Specialization) 1 (2), Argumentative –1

Keth *Idrani*: Primitive Weaponry (*Hrisal* or other weapon) 1 (2) OR Security (choose Specialization) 1 (2), Weapon Master +2 (*Hrisal* or other weapon)

Keth *Ivari*: Material Engineering (Structural/Spaceframe) OR Space Sciences (choose Specialization) 1 (2), Primitive Weaponry Specialization (*Ivarus Hrisalnar*), Argumentative –1

Keth *Ivos*: Language (choose two at level 1 or one at level 2), any –1 Disadvantage

Keth *Kaleth*: Animal Handling (choose Specialization) 1 (2) OR Life Sciences (choose Specialization relating to animals) 1 (2), +1 Empathy edge, +1 Vitality edge

Keth *Kor*: Command (Clan Leadership) 1 (2) OR Diplomacy (choose Specialization) 1 (2), Contact +2 OR two Favors Owed (+1 each)

Keth *Omtalo*: Artistic Expression (Weaving) 1 (2) OR Merchant (Omtalu Cloth) 1 (2) OR Unarmed Combat (choose Specialization) 1 (2), +1 Dexterity edge, Contact +1

Keth *P'Trell*: Medical Sciences (Andorian) OR Life Sciences (choose Specialization) 1 (2), +1 Intellect

Keth *Rimosi*: Computer (choose Specialization) 1 (2), Systems Engineering (Computer Systems) 1 (2), Arrogant –1

Keth *Ucalnath/Culna*: Primitive Weaponry (choose Specialization) 1 (2), Unarmed Combat (choose Specialization) 1 (2), Clan Shame –1

Keth *Uporu*: Law (Andorian) 1 (2), +1 Logic edge, Contact +1

Keth *Vetra*: Artistic Expression (*Amdanalnar*) 1 (2), History (Andorian Duels) 1 (2), Obligation –1 (must sometimes defend the honor of the clan's accuracy of presentation)

Valgral

A *valgral* is, roughly speaking, an Andorian lawyer. He represents other Andorians before the Andorian courts and bureaucratic systems and provides advice on legal matters. Since legal disputes can evolve into ritual duels, *valgralni* are usually skilled fighters as well.

Administration (Bureaucratic Manipulation) 1 (2)
Computer (Research or other Specialization) 1 (2)
History (Andorian: choose *keth*) 1 (2)
Language
 Andorian 1
Law (Andorian) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Persuasion (Debate) 2 (3)
Planetside Survival (choose Andorian planet) 1 (2)
Social Sciences (choose Specialization) 1 (2)
Vehicle Operation (choose Specialization) 1 (2)

BACKGROUND HISTORY

Andorian characters can take any of the Background History packages listed in the ***Star Trek Roleplaying Game*** *or* ***Star Trek: The Next Generation Roleplaying Game*** core rulebooks (or even the ***Star Trek: Deep Space Nine Roleplaying Game*** core rulebook, if appropriate). They can also, if they wish, take one or more of the packages described here, designed for Andorians raised in Andorian society.

Andorian characters should use the skills, advantages, and disadvantages lists for the Universal Background History and other stages found on page 53 of the ***Star Trek Roleplaying Game*** core rulebook and in other core rulebooks.

Early Life Packages

The *keth* is at the heart of Andorian youth; every Andorian citizen grows up learning the traditions, songs, and ways of his clan. To the conservative, passionate Andorians, your *keth* is who you are. The box gives Early Life packages for the *kethni* listed on pages 60-65 should the Narrator or players wish a more "Andorian" feel to characters.



Advanced Training

After early life, an Andorian usually undertakes some sort of advanced training which prepares him for his chosen career. There are three types of advanced training packages: Andorian Defense Forces Packages (representing characters who attend the Andorian Military Institute to join the ADF, and perhaps eventually Starfleet); Am Tal Packages (representing how the Am Tal trains its key operatives); and Civilian Packages.

Andorian Defense Forces Packages

Advanced Tactical School: Because of his natural aptitude for tactical thinking, the ADF sent the character to this school, where he learned all about Andorian tactics and strategy.

AMI Engineering School: The character trained at the AMI's engineering school. While characters can study any aspect of engineering at the Engineering School, it clearly emphasizes combat engineering (warp drives, starship repair, etc.).

ADVANCED TRAINING PACKAGES

The character receives 9 Development Points to spend during Advanced Training.

Andorian Defense Forces Packages

Advanced Tactical School: Planetary Tactics (Andorian) 1 (2), Starship Tactics (Andorian) 1 (2), Strategic Operations (Andoria Sector) 1 (2)

AMI Engineering School: Engineering, Any (choose Specialization) 1 (2), Engineering, Any Other (choose Specialization) 1 (2), Physical Sciences (choose Specialization) 1 (2)

AMI Medical Academy: First Aid (choose Specialization) 1 (2), Life Sciences (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 1 (2)

AMI Science Curriculum: Engineering, Any (choose Specialization) 1 (2), Physical Sciences (choose Specialization) 1 (2), Space Sciences (choose Specialization) 1 (2)

Andorian War Arts Academy: History (Andorian Military History) 1 (2) OR Weaponsmith (Primitive Weaponry) 1 (2), Unarmed Combat (choose Specialization) 1 (2), choose martial arts style as a Specialization for Primitive Weaponry or Unarmed Combat, Weapon Master +2

Flight School: Shipboard Systems (Helm, Navigation) 1 (2) and (2), Space Sciences (Astrogation or Stellar Cartography) 1 (2), +1 Coordination

Military Leadership and Administration: Administration (ADF, Logistics) 1 (2) and (2), Command (choose Specialization) 1 (2), +1 Presence

Military Science: Administration (Logistics), Planetary Tactics (Andorian) 1 (2), Starship Tactics (Andorian) 1 (2)

Weapons Engineering: Shipboard Systems (Weapons Systems) 1 (2), Starship Tactics (Andorian), Systems Engineering (Weapons Systems) 1 (2)

Am Tal Packages

All Am Tal agents receive the same basic training package:

Am Tal Basic Training: Espionage (choose Specialization) 1 (2), Security (choose Specialization) 1 (2)

Additionally, they choose one of the following packages, representing a subject on which they received advanced training:

Counterintelligence: Add *Counterintelligence* Specialization to Espionage (or increase by one level if character already knows it), +1 Perception edge, Innovative +1

Counterpiracy: Streetwise (Pirates) 1 (2)

Cryptography: Physical Science (Mathematics) 1 (2)

Infiltration: Stealth (choose Specialization) 1 (2)

Interrogation: Intimidation (choose Specialization) 1 (2)

Sabotage: Demolitions (choose Specialization) 1 (2)

Undercover: Artistic Expression (Acting) 1 (2) OR Disguise (Andoran or other Specialization) 1 (2)

Civilian Packages

Andorian Academy of the Arts: Artistic Expression (choose Specialization) 1 (2), Persuasion (Storytelling) 1 (2), Social Sciences (choose Specialization) 1 (2)

Dueling Student: Add two Primitive Weaponry Specializations (can include martial arts styles), First Aid (Wound/Combat Trauma) 1 (2) OR Weaponsmith (Primitive Weaponry) 1 (2), Unarmed Combat (choose Specialization) 1 (2), +1 Perception edge

Eghar Yards: Material Engineering (Structural/Spaceframe) 1 (2), Shipboard Systems (choose Specialization) 1 (2), Systems Engineering (choose Specialization) 1 (2)

Exploration Training: Planetary Sciences (choose Specialization) 1 (2), Shipboard Systems (Sensors) 1 (2), Space Sciences (choose Specialization) 1 (2)

Keth Trade Training: Increase any two skills from your character's *keth* Package by one level each (or buy 1-2 additional related skills, with the Narrator's permission), any one Academic Skill (see the ***Star Trek Roleplaying Game*** core rulebook, page 57) (choose Specialization) 1 (2)

Keth'ras Thora: History (Andorian: choose *keth*) 1 (2), any one Academic Skill (see the ***Star Trek Roleplaying Game*** core rulebook, page 57) (choose Specialization) 1 (2), Language (choose ancient Andorian dialect) 1

Leei'vor'na Medical University: Administration (Hospital/Sickbay) 1 (2), Life Sciences (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 1 (2)

Thora: Any two Academic Skills (see the ***Star Trek Roleplaying Game*** core rulebook, page 57) (choose Specializations) 1 (2), Computer (Research) 1 (2)

Trade Apprenticeship: Bargain (choose Specialization) 1 (2), Merchant (choose Specialization) 1 (2), Shipboard Systems (choose Specialization) 1 (2)

Underworld Life: Fast Talk 1, Gaming (choose Specialization) 1 (2), Streetwise (choose Specialization) 1 (2)

Valgral Thora: Administration (choose Specialization) 1 (2), Computer (Research) 1 (2), Law (Andorian) 1 (2)

AMI Medical Academy: The Medical Academy at the Andorian Military Institute is justly famed for the quality of its teaching and resources. The character studied there in preparation for becoming a ship's doctor or working at an ADF medical facility.

AMI Science Curriculum: AMI students with a talent for scientific study often choose to enroll in its special science-heavy curriculum. They don't all go on to become science officers–the school is popular with students headed for command or operations as well–but most of them do. The school emphasizes space sciences, physical sciences, and other disciplines which prove the most useful aboard a combat vessel.

Andorian War Arts Academy: This adjunct to the AMI preserves and teaches the ancient Andorian martial traditions. Its faculty includes experts in the use of dozens of Andorian weapons and unarmed fighting styles, who have imparted some of their knowledge to the character.

Flight School: The character learned how to pilot many different types of ships, from shuttlecraft to the ADF's largest vessels. To make him as useful as possible aboard ship, he studied both helm *and* navigation duties.

Military Leadership and Administration: This course of study prepared the character for a career in the command branch. He learned how to organize and operate a large military force, how to keep it supplied, how to maintain morale, and so forth.

Military Science: The character engaged in a broad, interdisciplinary study of Andorian military doctrine, tactics, and science. He's now prepared to serve in many different positions in the ADF.

Weapons Engineering: The character learned all about how weapons systems work and interrelate, how to build and repair them. Having at least one dedicated weapons engineer aboard any reasonably large Andorian vessel is considered a necessity, not a luxury.

Am Tal Advanced Training Packages

The Am Tal's intelligence academy is renowned for turning out skilled espionage agents. To ensure that all of its agents are competent in both the basics of the job and the more advanced skills needed for a particular mission, the curriculum has two stages. First, spies-in-training take a standard course which teaches them all about Andorian tradecraft. They learn how to make and break codes, conduct counterintelligence operations, communicate with headquarters without being detected, analyze intelligence data, and so forth. Then, following a series of aptitude tests, each student is placed in special programs designed to provide in-depth training for specific types of missions–anything from codebreaking to undercover operations, to finding and smashing pirate bands.

Civilian Advanced Training Packages

Andorian Academy of the Arts: The Andorian Academy is famed across the Alpha Quadrant for the skills and talents of its graduates, who have created some of the Federation's best known works of art. Competition for admission is fierce, and sometimes even involves duels. Fortunately, the character managed to obtain a "seat" at the Academy, where he spent several years studying art and culture.

Dueling Student: The character studied the Andorian warrior arts. He may have had an old fighting master as a tutor, taken classes at a dueling school, or simply learned by watching older members of the clan when they fought.

Eghar Yards: The character gained a coveted position at Eghar Yards, the cream of Andorian ship design firms on Olith. Here he studied the planning, design, and construction of new starships, from shuttles all the way up to the largest freighters and warships.

Exploration Training: In preparation for serving on an AAS exploration or science vessel, the character learned the basics of space and planetary sciences. With this knowledge in his head, he's eager to explore strange new worlds.

Keth Trade Training: The character decided to pursue a career in a field for which his *keth* is justly famed (for example, Andorian archaeology for a member of *Keth* Aniri). He studied at one of his *keth's* schools, or perhaps learned through an on-the-job study program.

Keth'ras Thora: The character attended one of Andoria's academies of history in preparation for a career as a *keth'ras* (or some other sort of expert historian). Most students at such schools choose to study some version of history other than their own *keth's* (perhaps in the hopes of validating their *keth's* historical texts, or maybe to gain a broader, objective view of Andorian history).

Leei'vor'na Medical University: This medical school, built and maintained by *keth* P'Trell, attracts students from all over the Federation. Thanks to his hard work earlier in life, the character gained admission and learned the lifesaving arts.



Thora: The Andorian word for college or university. The character attended one of Andoria's many fine institutions of higher learning, where he could have studied a wide variety of subjects.

Trade Apprenticeship: The character engaged in "on the job training" with a merchant or trader of some sort (perhaps with some formal schooling in economics on the side). During this time he not only learned the basics of trade in the Federation, but also how to operate starship systems.

Underworld Life: Instead of going to a school or academy or learning a formal trade, the character drifted with a bad crowd and got his education from the school of hard knocks. If he doesn't watch out, he may end up living life on the wrong side of the law.

Valgral Thora: The character went to a college where he studied to be a *valgral*, or "lawspeaker." It was a long and grueling period of time, but now he's ready to embark on any one of many different careers in Andorian society.

Tours of Duty and Careers

Having completed his Advanced Training, the character has fully prepared himself for his chosen career, be that patrolling the Andoria system to protect his homeworld as part of the Andorian Defense Forces, creating some great work of art, or delving into ruins to learn about the lost history of his people.

Andorian tours of duty last for varying terms (typically two to four years). Careers are more variable—a character can change careers frequently, or work at the same one for many years. Most characters start the game with just one tour of duty (or an equivalent in civilian experience) under their belts. If a character wants to start the game with more than one tour (or equivalent), for each extra tour he receives 5 Development Points to spend on skills and other Traits from the appropriate package (or related Traits, if the Narrator permits).

Explanation of ADF Tour of Duty Packages

ADF Corps of Engineers: The character's engineering skills were harnessed by assigning him to the ADF Corps of Engineers. This resulted in a post aboard a starship or on a starbase. The character helped to keep equipment in good repair, and occasionally even made some improvements so that his commanding officer could accomplish some important task (and thus earned his commander's gratitude).

AMI Instructor: Due to his academic accomplishments, in-depth knowledge of some subject, and proper military bearing, the character received a post as an instructor at the Andorian Military Academy. Years of discussing and debating various topics with students and fellow professors alike have honed his debate skills and ability to approach problems logically (though he's no Vulcan).

Counterpiracy: The character was assigned to a ship which protected Andorian merchant vessels from piracy, and which hunted down and pursued pirates. The character learned how to locate pirates and counteract their usual strategies. He received a promotion for his clever thinking and devotion to duty.

Klingon Conflict: The character's ship helped to fight the oppressive might of the warlike Klingon Empire in a series of skirmishes, or even a minor war. The character learned a great deal about Klingon military operations. During one of the battles he did something spectacular, earning not only a great deal

TOUR OF DUTY AND CAREER PACKAGES

The character receives 10 Development Points to spend during his tour of duty or career.

Andorian Defense Forces Tours of Duty Packages

ADF Corps of Engineers: Engineering, Any (choose Specialization) 1 (2), Engineering, Any Other (choose Specialization) 1 (2), Physical Sciences (choose Specialization) 1 (2), Contact +1

AMI Instructor: Any one Academic Skill (see the ***Star Trek Roleplaying Game*** core rulebook, page 57) (choose Specialization) 1 (2), Command (Military Training) 1 (2), Persuasion (Debate) 1 (2), +1 Logic edge

Counterpiracy: Shipboard Systems (choose Specialization) 1 (2), Starship Tactics (Pirates) 1 (2), Streetwise (Pirates) 1 (2), Promotion +1

Klingon Conflict: Shipboard Systems (choose Specialization) 1 (2), Starship Tactics (Klingon) 1 (2), Strategic Operations (Klingon) 1 (2), Famous Incident +2, Promotion +2, Sworn Enemy –3 (Klingon Empire)

Riding a Desk: Administration (choose two Specializations) 1 (2) and (2), Artistic Expression OR Gaming (choose Specialization) 1 (2), Systems Engineering (choose Specialization appropriate for a base assignment) 1 (2), OPTIONAL: Rival AND Promotion (balance the points)

Starfleet Liaison: Administration (Starfleet), Culture (Federation) 1 (2), Starship Tactics (Starfleet), Contact +1 OR Promotion +1

System Patrol: Shipboard Systems (choose Specialization) 1 (2), Strategic Operations (Andoria System or other colony system) 1 (2), World Knowledge (any Andorian planet) 1 (2), Promotion +1

Am Tal Tour of Duty Packages

Black Ops Team: Demolitions OR Energy Weapon OR Primitive Weaponry (choose Specialization) 1 (2), Search (choose Specialization) 1 (2), Stealth (choose two Specializations) 1 (2) and (2)

Counterintelligence: Espionage (Counterintelligence) 1 (2), Search (choose Specialization) 1 (2), Streetwise (choose Specialization) 1 (2), +1 Perception edge

Intelligence Analysis: Espionage (Intelligence Analysis) 1 (2), Social Sciences (choose Specialization) 1 (2), +1 Intellect, Promotion +1, Contact OR Favor Owed +1

Military Intelligence: Planetary Tactics (choose Klingon, Romulan, or other threat species) 1 (2), Starship Tactics (choose Klingon, Romulan, or other threat species) 1 (2), Strategic Operations (choose Klingon, Romulan, or other Threat species) 1 (2), Promotion +1 OR Contact +1

Starfleet Intelligence Conduit: Administration (Starfleet Intelligence) 1 (2), Culture (Federation) 1 (2), Espionage (Starfleet Intelligence Techniques) 1 (2), Contact +1 OR Promotion +1

Undercover Mission: Artistic Expression (Acting) 1 (2), Charm (Influence) OR Fast Talk 1 (2), Disguise (choose Specialization) 1 (2), *Covert Communications* Specialization for Espionage (or increase it by one level if the character already knows that Specialization)

Civilian Career Packages

Archaeologist: Computer (Research) 1 (2), Culture (choose Specialization) 1 (2), History (choose Specialization) 1 (2), Social Sciences (Archaeology [or an even more specific Specialization, such as Archaeology–*Kieloth* Period] and one other Specialization) 1 (2) and (2), Famous Incident +1, Rival –1

Astronomer: Culture (Andorian Star Legends) 1 (2), Language (choose ancient Andorian dialect) 1, Space Sciences (Astronomy and one other Specialization) 1 (2) and (2)

Atanek (character must know Primitive Weaponry or Unarmed Combat at level 2 (3) or higher before choosing this career): Add one Specialization to Primitive Weaponry OR Unarmed Combat, Culture (Andorian Dueling) 1 (2), First Aid (Wound/Combat Trauma) 1 (2), Law (Andorian Dueling Codes & Laws) 1 (2)

Bravo: Gaming (choose Specialization) 1 (2), Primitive Weaponry (choose Specialization) 1 (2) OR Weaponsmith (Primitive Weaponry) 1 (2), Streetwise (choose Specialization) 1 (2), +2 Skill Renown

Bureaucrat: Administration (Bureaucratic Manipulation and one other Specialization) 1 (2) and (2), Law (Andorian) 1 (2), Primitive Weaponry (choose Specialization) 1 (2)

Diplomat: Charm (Influence) 1 (2), Diplomacy (choose Specialization) 1 (2), Persuasion (choose Specialization) 1 (2), +1 Empathy edge

Doctor: Life Sciences (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 2 (3), Physical Sciences (Chemistry) 1 (2), Code of Honor –2 (Physician's Creed: treat all patients, regardless of *keth*, to the best of your ability; do not use healing arts to harm)

Exploration: Shipboard Systems (Sensors, Library Computer) 1 (2) and (2), Space Sciences (choose Specialization) 1 (2), World Knowledge (choose Specialization) 1 (2)

Keth'ras: Artistic Expression (Writing) 1 (2), History (Andorian: choose *keth*) 1 (2), Persuasion (Debate or Storytelling) 1 (2), +1 Logic edge

Life of the Duel: Acrobatics (choose Specialization) 1 (2), Culture (Andorian Dueling) 1 (2), Law (Andorian Dueling Codes & Laws) 1 (2), Primitive Weaponry (choose Specialization) 1 (2) OR Weaponsmith (Primitive Weaponry) 1 (2), Code of Honor –2 (Duelist's Code)

Magnum Opus: Artistic Expression (choose Specialization) 1 (2), Culture (Andorian Art History) 1 (2), Merchant (Artwork) 1 (2), +2 Skill Renown

Science Mission: Any three Science Skills (choose Specializations) 1 (2), (2), and (2); +1 Logic edge

Tradesman: Choose two skills appropriate to trade or profession (choose Specializations) 1 (2) and (2), Bargain OR Merchant (choose Specialization) 1 (2), Contact +1

Valgral: Any one Academic Skill (see the ***Star Trek Roleplaying Game*** core rulebook, page 57) (choose Specialization) 1 (2), Law (Andorian and one additional Specialization reflecting an area of particular legal expertise) 1 (2) and (2), Primitive Weaponry (choose Specialization) 1 (2)

of recognition but a promotion to boot. After seeing so many of his friends die at Klingon hands, he's sworn to fight the Empire to his dying breath. (Note: TNG era ADF characters should select Cardassian, Romulan, Tholian, etc. Conflicts.)

Riding a Desk: Unfortunately for the character, his dreams of glorious space combat were not what ADF Command had in mind for him. Instead he was given an administrative post at some Andorian starbase or planetside facility, where he helped to administer and run the place. During his downtime he worked on a hobby or played games with his fellow officers. His competent performance of his duties may have earned him a promotion, but if so, a jealous rival who feels *he* should have received the increase in rank is now hoping to ruin the character's career.

Starfleet Liaison: The character was assigned to Starfleet to act as an ADF-Starfleet liaison. Working for years in Starfleet ships and facilities made him long for home, but taught him a lot about the Federation and its quasimilitary arm. He may have met someone who can help his career later on, or received a promotion for good work.

System Patrol: The character served aboard a short-range ship patrolling the Andoria system or a colony, remaining on the lookout for pirate vessels and similar incursions. Due to his outstanding conduct during a conflict with a particularly tenacious raider, he received a promotion.

Explanation of Am Tal Tour of Duty Packages

Black Ops Team: The character served on one of the Am Tal's few, elite teams of black operatives, performing dangerous secret missions such as sabotaging Klingon outposts, rescuing diplomatic teams being held for ransom by pirates, and retrieving operatives lost behind enemy lines.

Counterintelligence: The character was assigned to help stop the Klingons and other threat races from spying on the Federation in general and on Andoria in particular. To do his job he learned how to keep his eyes opening for anything suspicious and to find his way around the underworld (where enemy spies often recruit help).

Intelligence Analysis: Analyzing data gathered by intelligence probes and spies in the field isn't a very glamorous or exciting job, but it's absolutely crucial to Andorian and Federation security, and that's what the character did during his tour of duty. His knowledge of the social sciences (such as economics and politics) and high intelligence helped him piece together some information regarding a major threat to the Federation, for which he was rewarded with an increase in rank and earned a favor from a higher-ranking officer which he can call in later.

Military Intelligence: The character was assigned to monitor and study the military tactics, strategies, equipment and conduct of a threat race such as the Klingons or Romulans. His brilliant deductive work and cleverness at gathering information provided the Andorians and/or the Federation with a telling advantage in an encounter with that race, earning the character a promotion (or the gratitude of a high-ranking officer who now owes him a favor or two).

Starfleet Intelligence Conduit: The character works directly within Starfleet Intelligence to monitor information-gathering activities, plant intelligence data, and so forth. Due to his skill at this job, he made some friends in high places (or perhaps earned a promotion), either within the *Am Tal* or within SI.

Undercover Mission: The character donned a disguise, concocted a false identity, and put his skills at prevarication to work to infiltrate the Orion Syndicate, a threat race, or a military or similar organization which poses a danger to Andoria and/or the Federation.

Explanation of Civilian Career Packages

Archaeologist: The character became one of the many Andorians now digging in their homeworld's semifrozen soil in an effort to learn more about Andoria's deliberately obliterated history. His dream of uncovering some fabulous discovery which would make him famous came true, but earned him the enmity of one of his brother archaeologists, who's now determined to outshine him at every turn and ruin his future work.

Astronomer: The character entertained and instructed other Andorians by regaling them with fabulous tales, legends, and lectures regarding constellations, the exploration of space, and similar topics. To better study the old star legends in their original form, he learned one of the ancient Graalen dialects.

Atanek: Due to his skill at combat (including his ability to treat injuries) and his trustworthiness and objectivity, the character was chosen as an *atanek*, one who observes ritual duels and records the events and outcome. (Only characters who know Primitive Weaponry or Unarmed Combat at level 2 (3) or higher may choose this package; one who would be an *atanek* must demonstrate his own skill at combat before receiving the position.)

Bravo: An offworlder, probably from the looser societies on Cimera III or Vorna II, this character saw many duels and may even have drifted into minor criminal circles. While perhaps not highly regarded by most citizens due to his lifestyle, he did earn a reputation for his fighting skills.

Bureaucrat: The character took a position with the Andorian government, serving as a minor official in some office or agency. This taught him how to work within the governmental system to get things done as quickly and efficiently as possible. Since citizens upset with his decision could "appeal" by insulting him and causing a duel, his fighting skills improved during his time on the job.

Diplomat: The character represented Andoria abroad, perhaps before the Federation Council or at an embassy on Vulcan, Tellar, or another friendly planet. His ability to relate to others, and to persuade them to his point of view, became one of his most important assets on the job.

Doctor: The character practiced medicine, helping to keep his fellow Andorians whole and healthy.

Exploration: Either with the AAS or a merchant lodge, the character helped to expand the frontiers of the Federation and increased the opportunities for Andorian colonization by locating new planets suitable for use by his people. The mission greatly expanded his knowledge and experience of space.

Keth'ras: The character worked as an official historian and researcher for a *keth* (not necessarily his own, since some *keth-ni* hire outside *keth'rasi*). The job increased his knowledge of Andorian history and sharpened his skills at presenting his theories.

Life of the Duel: The character became a professional duelist of some sort–a clan champion, a gambler who lives by betting on himself to win (not the most honorable profession on Andoria, to be sure), or someone who simply enjoys fighting too much to live any other way. Besides increasing his knowledge of the procedures and rules of dueling, he studied new fighting methods, and even worked acrobatic maneuvering into some of his fighting styles.

Magnum Opus: After years of honing his artistic talents doing lesser paintings, stories, or compositions, the character set to work to create his masterpiece (perhaps his only one, or maybe the first of many). After months or years of effort, he finished it and released it to the world, to great acclaim.

Science Mission: The character was assigned to an AAS science vessel, exploration team, or similar group to help further its mission. During his tour he learned about many different scientific subjects (including how to analyze data with utter objectivity and derive correct conclusions from it), and helped increase Andoria's scientific knowledge.



Tradesman: The character entered a trade or profession (typically one for which his *keth* is known, or a business conducted by an allied *keth*). Through his job he's learned a lot about how to negotiate deals and met someone who's likely to be helpful to him in the future.

Valgral: The character represented other Andorians in the Andorian legal system, helping them conduct business and protect their rights. From time to time he had to represent them in the dueling ring as well, when sore losers challenged him to a duel rather than accept the rulings of the courts.

SKILLS

In Andorian culture, a character's skill is a paramount concern. Early in Andoria's history, surviving in such a harsh environment meant that everyone had to work together and do their jobs well. An entire tribe

might pay the price for one person's incompetence. Although conditions on Andoria are no longer desperate, this attitude of "you are what you can do" remains in Andorian society. An Andorian who's skilled at something, be it fighting, art, debate, or piloting, is admired for his competence; someone with a reputation for incompetence or bungling things is avoided and scorned. (In game terms, having a negative Skill Renown total will cause an Andorian significant social difficulties–perhaps a –1 or higher to Test Results for social interaction skills in certain situations.)

Like every other society in the Federation, Andoria has many cultural eccentricities and unique ways of performing certain tasks. An Andorian's approach to, say, the study of history or art may differ from the approach taken by humans, Vulcans, or other Federation member species. The following notes details the key differences in ***Star Trek Roleplaying Game*** skills within Andorian culture.

When you build Andorian characters using these notes, don't forget that you're making a definite statement about their background: They spent at least part of their lives on Andoria, learning how to do things the Andorian way. That gives rise to many questions about a character's background and preferences which, when answered, can help you develop him even further.

Players should, of course, consult with the Narrator before using any changed rules for skills, and to find out what changes, if any, the Narrator has made to Andorians or their society in his series.

Default Skills for Andorians

The skills listed in the box below, included in the Andorian Template, should be known by virtually every Andorian character.

Although it's not part of the Template, another skill learned by many Andorians is Planetside Survival (Arctic) or (Forest). Modern amenities have done much to alleviate the harsh conditions on Andoria, but many parts of it remain bitterly cold. Knowing what to do to survive in such extremes of climate can save a character's life during a natural disaster, a shuttlecraft crash, or similar misfortune.

When choosing Specializations for Andorian characters, think about their backgrounds. For the most part Andorian equipment and processes are similar enough to those found everywhere in the Federation that a separate Specialization isn't necessary–for example, characters can simply take Shipboard Systems (Flight Control), not (Andorian Flight Control), because Andorian ship piloting controls are more or less identical to standard Federation models. But characters raised on Andorian worlds will learn Andorian-specific Specializations for many Skills. This particularly holds true for characters who serve in the native Andorian armed forces, which often have a very different strategic and tactical outlook than Starfleet's (Andorians are more likely to attack aggressively than even humans, for example).

ANDORIAN DEFAULT SKILLS

- Culture (Andorian) 2 (3)
- History (Andorian: choose *keth* version) 1 (2)
- Language
 - Andorian 2
- Primitive Weaponry (*Chaka* or other Andorian weapon) 2 (3)
- Science, Any (choose Specialization) 1 (2)
- World Knowledge (choose Andorian planet) 1 (2)

Command Skills

Administration

On Andoria, cutting through red tape may literally mean just that–cutting. An Andorian dissatisfied with some bureaucrat's approach to some problem, or who feels an unfeeling governmental machine is abusing his rights, may have the right to challenge the offending official to a duel. This isn't nearly as common as it once was, but it does sometimes occur. Andorians may have difficulty adapting to offworld bureaucracies, since they feel "deprived" of this most elementary method of resolving difficulties.

Behavior Modification

Like most other Federation citizens, Andorians generally find this skill repugnant, except when used to resist the brainwashing techniques of races like the Romulans. However, occasionally one hears rumors that the Am Tal is developing, or has developed, Behavior Modification-like techniques for use by its own agents for greater resistance to pain or interrogation.

Command

Andorian command methods tend toward harshness. Andorian captains often issue precise orders which they expect their crews to follow immediately, regardless of how difficult or unreasonable they might seem. On Andoria a challenge to an order might lead to a duel; with Federation personnel, the captain is likely to restrict himself to observing that "no

Andorian would treat his captain with such disrespect"—a pointed reminder to the crewman to shut up and do his job. This may cause significant friction (and thus good roleplaying opportunities) in mixed crews.

Science Skills

Social Sciences

One of the most popular social sciences on Andoria is archaeology, since it helps the Andorians uncover their lost past. However, with so many scholars entering the field, it becomes more and more difficult for each one of them to make his niche and obtain the recognition he desires. Thus, Andorian archaeologists are becoming more and more specialized, narrowing their focus to a relatively small time period, region, or culture in an effort to distinguish themselves through the depth of their knowledge rather than its breadth. Thus, Specializations such as (Andorian Archaeology) are becoming less common; (Andorian Archaeology: Ka'Thela Region) or (Andorian Archaeology: *Kieloth* Period) are more appropriate for many Andorian archaeologist characters.

Other Skills

Animal Handling

Andoria has relatively few animals to which this skill can apply. Trying to calm or ride an Andorian bull, for example, is a sure way to get sent to the hospital, and no one ever taught an Andorian bear to do tricks. The most common domesticated animal on Andoria is the *zabathu*, a large creature which fulfills some of the roles of the horse on Earth. Although they are no longer needed for transportation or carrying burdens, *zabathu* are still trained and ridden by hobbyists or historical recreationists.

History

History constitutes an important subject of study for most Andorians. The modern interest in recovering information about Andoria's past has fired the imaginations of many of the planet's inhabitants. However, each *keth's* view of history tends to be just a little different.

Every *keth'ras* has his own ideas about exactly what happened during given time periods or in particular incidents, and these opinions are often colored by *keth* loyalties or political agendas. Even *keth'rasi* who make some effort to be objective find their efforts hampered by the desires of their *keth* leaders, the lack of legitimate records of the period prior to 600 years ago, and their own subconscious inclinations.

The result is that very few Andorian characters should have the skill History (Andoria). That would represent a very broad knowledge of different *kethni* historical records and opinions (ironically, it's more common among non-Andorian historians who study Andorian civilization, since they can view matters more objectively). Instead, an Andorian should take History (Specific *keth* History), which reflects his knowledge of his own *keth's* view of the planet's history. Thanks to their differing (and often passionately held) views on history, two Andorians discussing historical events may get into an argument very quickly.

Law

Non-Andorian students of Andorian law need to remember the potential for violent resolution of legal conflicts in Andorian society. When all else fails and it becomes clear that a victory with the assistance of *valgralni* will not be possible, an Andorian can make the "ultimate appeal" by turning the case into a matter of honor to be settled by a duel between himself and his opponent. For more information on Andorian dueling laws, see page 87.

New Skills

Tracking (Intellect)

Skill Category: Other

Characters with Tracking know how to follow, and sometimes identify and even describe, animals or persons based on the traces they leave behind when passing through an area. These include footprints and pawprints, scraps of cloth or fur, blood (if the quarry has been injured), muddy bootprints, bent or broken twigs and leaves, claw marks, or other spoor. The Difficulty depends upon the type of terrain (mud displays tracks better than rock), the environmental conditions (such as rain, snow, and the possibility of the tracks being obscured by other tracks), and similar factors. (For a more extensive description of this skill, see the ***Star Trek: The Next Generation Roleplaying Game Players' Guide***, page 65.)

Routine: Following a person's or animal's tracks through terrain which makes them obvious (mud, newly fallen snow); determining a species' characteristics from a good set of tracks.

Moderate: Following a person's or animal's tracks through terrain such as packed earth or grass; determining a species' characteristics from a poor set of tracks.

Challenging: Following a person's or animal's tracks through terrain



which obscures them (hard earth, gravel); determining a species' characteristics from a very poor set of tracks.

Difficult: Following a person's or animal's tracks through terrain which significantly obscures them (rock, after a rainfall or snowfall); determining a species' characteristics from an extremely poor set of tracks.

Nearly Impossible: Following a person's or animal's tracks on pavement or similar terrain, or after a torrential downpour.

Specializations: Specific Planet, Specific Animal Class (Canine, Feline, and so on), Bipedal

Weaponsmith (Intellect)

Skill Category: Operations

A character with this Skill can build, repair, and modify weapons. It applies only to personal weapons, such as Type II phasers or *chakani*; characters construct or modify a ship's weapons using Systems Engineering (Weapons Systems). Note, too, that some weapons-use Skills (such as Energy Weapon) already allow characters to repair damaged weapons in some circumstances.

Routine: Repairing or modifying a weapon under routine conditions; building a weapon out of the standard materials with the standard tools.

Moderate: Repairing or modifying a weapon in combat or while under similar stress; building a weapon out of materials similar to the standard materials or with similar (but nonstandard) tools.

Challenging: Repairing or modifying a weapon under extremely difficult or stressful conditions; building a weapon out of materials slightly similar to the standard materials or with inappropriate tools.

Difficult: Building a weapon out of materials mostly dissimilar to the standard materials or with few or no standard tools.

Nearly Impossible: Building a phaser out of medieval-era materials.

Specializations: Energy Weapons, Heavy Weapons, Primitive Weapons, Projectile Weapons, Specific Weapon Type

ADVANTAGES AND DISADVANTAGES

Players and Narrators can build most Andorian characters using the advantages and disadvantages in the ***Star Trek Roleplaying Game*** core rulebook. The notes below describe ones which have special effects for Andorian characters or in Andorian society, or which are more frequently purchased by Andorian characters for cultural reasons.

Additionally, this section provides several new advantages and disadvantages specifically for Andorian characters. Non-Andorian characters should not take these Traits without the Narrator's permission. Furthermore, disadvantages based on Andorian cultural mores (such as Divorced) are not appropriate for Andorian characters who do not spend significant amounts of time in the company of other Andorians (for example, an Andorian serving as part of a mostly human starship crew). Tiburonians or Axanari aren't likely to care whether their Andorian shipmate is Divorced, and certainly won't condemn him for it the way many Andorians would.

Existing Advantages

Alertness (+2)

Many Andorians buy this advantage to simulate their superb hearing-whatever danger lurks out there, they just barely manage to hear it, maybe even subconsciously. In some cases this advantage also hints at quasi-prescient abilities which some Andorians seem to possess.

Ally (+2 to +5)

In addition to calling on his own, personal, Allies, a character can seek aid and assistance from *kethni* which are allied with his *keth*. If a character's *keth* has another *keth* as an Ally, every character in that *keth* must pay Development Points to reflect this asset. The cost depends on the relative strength of the Ally *keth*: A weaker one costs 2 points, one of similar

strength to the character's *keth* costs 3 points, and a stronger *keth* costs 5 points. Ordinarily the cost for having a group Ally would be much higher (see the *Star Trek: The Next Generation Players' Guide*, page 82), but in Andorian society this advantage is balanced by the fact that having a *keth* Ally brings with it an obligation to help that *keth's* members when they need it and stand beside that *keth* in its battles against its own adversaries. The relationship isn't all in the character's *keth's* favor; it cuts both ways.

Ambidexterity (+2)

Andorians as a species are more often ambidextrous than most other species, including humans. Most experts attribute this to the early athletic and combat training Andorians receive, which emphasizes the flexibility of being able to use both hands equally well. In a purely Andorian campaign, the Narrator may wish to decrease the cost of Ambidexterity to +1 to encourage characters to purchase it.

Battle-hardened (+3)

Because of the prevalence of hand-to-hand combat in Andorian society, Andorian characters may take a +2 version of this advantage (see the *Star Trek: The Next Generation Players' Guide*, page 78), which applies only to that type of fighting. In phaser combat or a starship battle, the character would receive no benefit, but in a *chaka* duel on the ice-slickened streets of Lor'Tan, he gains the extra Courage Point and can laugh at his opponent's threats.

Commendation (+1 to +3)

The accompanying table lists some of the possible Commendations available to members of the Andorian Defense Forces. Awards which the government can also give to civilians are marked with an asterisk.

Department Head (+0 to +4)

The accompanying table lists the Department Head costs for ships of the Andorian Defense Forces.

ANDORIAN COMMENDATIONS

Cost	Commendation
1	Minor Award: Andorian Ribbon*, Meritorious Service Ribbon, *Thensar Tloneeth* ("Blue Star")
2	Major Award: Andorian Medal of Honor*, Citation of Bravery, *Hurati Atlirith* ("Silver Eagle")
3	Commendation: Andorian Crest of Valor, Lor'Vela Medal of Distinction*, *Shuralan Atlirith* ("Golden Eagle")

ANDORIAN DEPARTMENT HEADS

Cost	Class of Ship
0	*Tishratin*-class, *Hristish*-class
1	*Atlira*-class, *Thris*-class
2	*Omtil*-class, *Umarev*-class
4	*U.S.S. Eagle*

Indomitable (+2)

This is another advantage which Andorian characters frequently possess. If their native environment and history have taught them anything, it's not to give up, no matter what the odds. Like Ambidexterity (above), Narrators may wish to decrease its cost to +1 to reflect this.

Pattern Recognition (+3)

Andorians like to keep secrets—and some like to uncover them as well. Andorian characters who are skilled at uncovering secrets and solving puzzles and riddles are referred to as *imtala*. *Imtala* is an Andorian word which roughly translates into Federation Standard as "nosy," but not necessarily with that word's negative connotations. To simulate this ability to uncover peoples' secrets, Andorians can buy Pattern Recognition.

Promotion (+0 to +7)

The accompanying table lists the costs for ranks in the Andorian Defense Forces.

ANDORIAN RANKS

Cost	Rank
0	*Chak*
1	*Chakev*
2	*Shaklas*
3	*Uratlol*
4	*Atlol*
5	*Tloll*
6	*Urtlolev*
7	*Tlolev*

Andorian ranks are equivalent to those of equal cost in Starfleet. Thus, a *Chak* is like an Ensign, and a *Tloll* like a Captain.

Quick-draw (+2)

In a society where duels are prevalent, one's survival may depend on the ability to get a weapon ready quickly—and thus, this advantage is a common one among Andorians. The ability to ready a weapon quickly is known as *ashas* in Andorian. Entire martial arts substyles are devoted to ways to draw various weapons quickly, much like the *iaijutsu* of Earth's Japan.

Sexy (+2)

Thanks to the recent "Andorian fad" on Earth and other Federation planets, many citizens of the UFP regard Andorians as attractive and intriguing. Between this, and their passionate and expressive natures, many Andorians have good reason to buy this advantage.

Weapon Master (+2 or +4)

Possession of this advantage (known generically as *hristlal* in Andorian) marks an Andorian either as a master fighter who's developed it after years of training, or a talented novice who has a natural "feel" for a particular weapon. It is a highly admired and sought-after ability.

New Advantages

Fighting Master (+2)

The character is a renowned duelist and master of one or more combat arts. Students come to learn from him and study his personal combat style (or personal refinements to existing styles). The character receives +4 Skill Renown due to his well known combat prowess.

Typically characters shouldn't take this advantage unless they know Primitive Weaponry at the 3 (4) level or higher. However, just because a character is *thought* of as a fighting master doesn't mean he *is* a fighting master—he might just be good at convincing people that he knows something they don't. This can get very dangerous very rapidly.

Hereditary Benefit (varies)

An Andorian with this advantage possesses some valuable heirloom, property, artifact, or right as a result of his family lineage. Examples would include a *chaka* used by a famous warrior ancestor in an important battle, a valuable parcel of land (or the income from it), a legendary piece of jewelry, a small merchant freighter, or anything else the player can think of and the Narrator allows. Although the character begins the game with this item, he can lose it during game play—it could get broken, stolen, or lost, for example.

The cost of this advantage must be determined by the Narrator, since the broad range of possibilities and their differing value in various types of series affects the cost. A legendary chaka might be worth a great deal in an all-Andorian campaign, and almost nothing to an Andorian character serving on a Starfleet ship who rarely gets to go home. In general, the more valuable or useful a Hereditary Benefit is, the more it should cost.

Existing Disadvantages

Argumentative (–1)

Although it doesn't define their society as it does for the Tellarites, Argumentative is fairly common among Andorians. When they can't fight actual duels, these Andorians like to fight verbal ones. The more skillful orators among them find arguing to be a good way to goad others into starting actual fights with them.

Bloodlust (–2)

While the Andorians enjoy a good fight, they recognize this disadvantage as a sickness and a potential societal problem. When one of them becomes too taken with what they call *shon'fal*, he is hunted down and imprisoned or killed.

Code of Honor (–2 to –5)

Some of the Codes of Honor common in Andorian society are listed in the accompanying table.

Dependent (–2)

With their four-person marriages and extended family/clan social structure, Andorians often find themselves responsible for someone else's welfare, making this disadvantage a common one. However, it does have one benefit—taking care of another person is seen as a positive quality. A

ANDORIAN CODES OF HONOR

Value	Code of Honor
–2	*Keth* Loyalty: Always agree with the *keth's* position, regardless of personal feelings
–2	Duelist's Code: Obey all rules of *ushaan*
–2	Andorian Physician's Creed: Treat all patients, regardless of *keth*, to the best of your ability; do not use healing arts to harm
–4	Personal Honor: Avenge all insults to self or *keth*; never display cowardice or refuse a challenge to duel

character who lives up to the requirements of this disadvantage may find himself gaining a point or two of Discipline Renown for it.

Impulsive (–1)

More than one Andorian warrior has run afoul of this particular disadvantage. It represents a certain reckless quality which some types of fighters consider "bold" and impressive. The Andorian term for it is *falochok*.

Low Pain Threshold (–2), Poor Hearing (–1)

An Andorian who takes one of these disadvantages also gains the Development Points from selling back his High Pain Threshold or Excellent Hearing advantages, respectively, since he can't have two Traits which cancel each other out.

Obligation (–1 to –3)

For various reasons, sometimes one Andorian *keth* becomes deeply indebted to another. Maybe the savior *keth* prevented the other *keth* from suffering some political disaster, or came to its aid at a crucial time. However, that obligates the other *keth* to repay the favor twofold, per Andorian tradition. Characters can use Obligation to reflect this phenomenon.

The character's *keth*—and thus the character and every other member of the *keth*—must repay a favor or debt of honor to another *keth*. Sometimes the character will be called upon to fight beside a member of the other *keth*, provide some behind the scenes assistance, and so forth.

Physically Impaired (–1 to –3)

Loss of an Andorian's antennae (one or both) is a –1 Physical Impairment. The character also gains the Development Points from selling back his Excellent Hearing advantage, which depends on his antennae, and cannot buy Alertness.

Rival (–1 to –3)

Rivalries are very significant things in Andorian society. When an Andorian encounters his Rival (*sule*), each of them must spend a Courage Point or schedule a duel for some agreed-upon time and place in the very near future. Typically such duels are of the standard "until first blood hits the floor" variety, but it's not uncommon for one Rival or the other to try to put a permanent end to the rivalry then and there. Typically a rivalry is regarded as a personal matter between the participants.

Sworn Enemy (–1 to –3)

Having a Sworn Enemy—a *suleson*, "enemy who inspires great hatred"—is even worse than having a Rival. When two Sworn Enemies meet, they *must* schedule a duel (or, if their blood runs hot enough, immediately fight a duel to the death then and there, and damn the legal consequences). If they do not, they will face dishonor and ridicule. If a character kills his Sworn Enemy, the Narrator may replace the dead foe with another Sworn Enemy (some relative of the deceased's, out for revenge) or other appropriate disadvantage, or allow the character to buy off the disadvantage with Experience Points.

Vengeful (–1 or –2)

Like Argumentative and Impulsive, this disadvantage crops up frequently in Andorian society. For a people who live in such cold climes, the Andorians can be remarkably hot-blooded. Vengefulness often causes dishonorable conduct in blood feuds and other societal problems.

New Disadvantages

Clan Shame (–1)

The character belongs to a *keth* which did something in the past to bring shame and dishonor upon itself (for example, *keth* Athrun, whose *atlolla* hired a champion to fight a duel for him in 2249). The *keth* and all its members, including the character, are still living down that shame, which causes them embarrassment and difficulties in society.

Coward (–2)

The character is a coward, afraid to risk his life or suffer harm. This doesn't mean that he never fights—some people are more afraid of looking like cowards than they are of getting hurt—but in the end, the character is still wracked by fear. Whenever faced with a situation which would inspire enough fear to hamper the character's actions, he must spend a Courage Point. If he does not spend the point, he either (a) suffers a –1 Test Result on all Tests made while afraid, or (b) flees from whatever's causing the fear as quickly as he can. The Narrator decides which result applies, based on what's most dramatically appropriate for the scene or episode.

Divorced (–1)

The character has suffered one of the ultimate shames of Andorian society—his marriage has broken apart. This means that many other Andorians will scorn him (particularly those from more traditional

clans), that he may have trouble getting remarried (if he wants to), that some other Andorians will be uncomfortable around him, and so forth.

Prideful (–1)

The character has too much pride for his own good. He takes umbrage at even the most trivial jokes and insults, and cannot tolerate being ridiculed or made to look a fool. In such situations, he must spend a Courage Point or immediately challenge the offender to a duel.

Graalen: The Andorian Language

Historically, the Andorians have spoken in the neighborhood of fifty distinct languages, typically clustered into nine interlocking language groups and divided into hundreds of dialects and variants. As on most worlds, however, the number of living languages became dramatically smaller as Andoria matured, advanced, and unified. The number of modern languages now hovers between eight and eleven (depending on whom you ask), and almost every Andorian speaks at least a little of what most Federation citizens think of the "Andorian language," *Graalen*.

It is beyond the scope of this book to describe the Andorian tongue in detail. What follows is a sketch, a thumbnail introduction focusing on a vocabulary of nouns and verbs, to help Narrators provide consistent-sounding Andorian terms for game atmosphere, and to help players come up with "Andorian-sounding" names for their cobalt-blooded characters. For convenience, we refer to the language simply as "Andorian" in this and other *Star Trek Roleplaying Game* supplements.

THE RAW BASICS

Humans find Andorian very easy to learn—it has nouns, verbs, and adjectives, and a sentence structure that takes very little getting used to for those versed in Standard. Because Andorian is a "consonantal root" language, and because the Andorians are very tradition-oriented, the language is remarkably consistent, and it's possible (albeit a risk, socially) to extrapolate new words once you know the basics. Here are the basics:

A consonantal root is a basic unit of meaning expressed in the form of a string of consonants. For example, the consonant sounds "ND" and "R", in that order, form the root of words meaning "world", "planet", or (colloquially) "everything there is". The word *andoria* literally means "*The* world", while the word *andor* means "planet" in a more general sense (Captain Kirk was born on "Earth Andor"—planet Earth). *Indir* (pronounced "eendeer") is the Andorian word for what humans call

terraforming-making worlds (a word never spoken cheerfully; the Andorians find the idea of terraforming distasteful). *Ondara* is an Andorian term for music, but the literal meaning of the term is "what the world sounds like", which gives an insight into the sometimes-poetic nature of both the language and the Andorians. All of these words (and many others) have the **ND-R** consonants in common, forming the "core meaning" (root) of an entire family of words.

The added vowels, too, tend to be consistent. The root for "communication" is GR-L. *Agrol* means "conversation" or "debate". *Agrola* means "consensus" or "gossip". *Igril* ("eegreel") is a verb meaning "talk", and *ograla* means "voice". And of course, Graalen is the native name for the Andorian language. The "en" sound at the end is a common suffix that denotes an ephemeral activity (in this case, talking). The written form of Graalen is properly known as Graalek, because the "ek" suffix denotes more physical, permanent activity.

So, once you have a list of the consonant roots and grasp the typical meaning of the vowels placed around the consonants to make words, you can extrapolate rather a large chunk of the Andorian vocabulary. As with any language, though, *the details can vary*. Players reading this section should take heed: Andorians are fond of metaphor, and their language is highly idiomatic. Words like *ondara* (above) are very common, and colloquial usage can be confusing. The phrase *Igrilan atlolla*, for example, literally means "speak to the clan leader". Colloquially, it is used to dismiss somebody that is complaining about something! When an Andorian says *Igrilan Atlolla* to you, he doesn't mean that you should literally go talk to a head of state. He means that he wants to stop doing what he perceives as *whining*. It's a phrase humans hear frequently from Andorians in a bad mood

Of course, the exceptions make things *easier* for Narrators, who can read the exceptions as what they are: both a realistic trait of any language, and an open invitation to make things up as you go.

Dual Consonants

Many of the "core concepts" of Andorian are encapsulated in pairs of consonant sounds. There are many thousand identifiable pairs in the language, utilizing many distinct "consonants" (which include sounds that speakers of Standard would define as double and triple consonants, such as the syllable-dividing "ND" in *Andoria*). Here is a brief sampling of pairs and the "core concepts" they typically represent. Note that there is a good deal of overlap, and more than one way to say just about anything; only a few very common roots are listed here.

CH-K: War, violence, destruction (typically large-scale)
CH-LD: Renewal, replenishment
D-GR: Food, agriculture, eating
D-LD: Plants (particularly woody ones), wood, vines
D-LN: Edible plants, fruits, and vegetables
D-R: Escape, shelter, evasion
D-S: Fear, dread
DH-R: Trade, commerce, bargaining
F-L: Passion, emotion
F-RK: Naïveté, innocence
FL-N: Creative drive, creative need
FL-V: Happiness, good feeling
GH-L: Masculinity, man
GR-K: Anger, hatred, contempt
GR-L: Communication
HL-S: Fire, heat
HL-SH: Effort, power, energy (physical)
HL-ST: Life, vitality
HR-K: Weakness, frailty, impotence
HR-S: Death, dying
J-L: Vastness, largeness, size
J-TH: Essence, character, flavor
K-L: Beauty, inspiration
K-LN: Dominance, superiority
K-N: Religious observance, worship
K-R: Wonder, excitement, enthusiasm
K-SH: Connection, interaction, interrelationship
K-TH: Community, group, cooperation
K-V: Deception, lies, pretense
L-R: Femininity, woman
L-S: Water, fluid, fluidity
L-TH: Time (measured time)
L-X: Ice, cold
LN-R: Art, creativity
LN-V: Magic, spiritual energy, force of will
LR-N: Music (particularly in the *professional* sense)
M-KR: Pain, mortal terror
M-R: Identity, labeling, naming
M-RSH: Ambition, motivation
M-X: Exceptions, differences
MD-N: Silence, stillness, peace
MT-L: Secrecy, hidden things
N-R: Regret, sadness

N-N: Deference, obedience, desire to please (often used ironically)
ND-L: Nothingness, emptiness, vacuum
ND-N: Past, previous, remembered
ND-R: World, all, everything
ND-S: Alien, otherworldly, vastly distant
ND-SH: Future, expectations
PR-N: Glory, fame, celebrity
PR-TH: Victory, success despite obstacles
R-L: Illness, injury
R-N: Pleasure, appreciation
R-S: Change (positive connotations)
R-TH: Change (negative connotations)
S-L: Enemy, opponent, antagonist
S-N: Hatred, emotional conflict
S-S: Money, commerce, trade
SH-L: Love, sex
SH-N: Combat, violence, attack (smaller scale than **CH-K**)
SH-R: Blood relations, family ties, lineage
SH-S: Speed, swiftness
SHL-S: Medicine, healing, hospitals
SHR-S: Friendship, closeness, trust
SK-RK: Stupidity, feeblemindedness
SK-RSH: Compromise, conciliation
T-N: Sight, things visible, appearances
TH-L: Rock, stone, soil, solidity
TH-R: Wisdom, intuition, truth
TH-S: Home, shelter, warmth
THR-S: Knowledge, information
TL-L: Leaders, royalty, masters, authority
TL-N: Expertise, skill, authoritative knowledge
TL-N: Light, color
TL-R: Hunting, predatory habits
TR-N: Youth, beginnings
V-L: Law, order, stability
VR-N: Organization, administration
Z-N: Individuality, selfishness, loneliness
Z-S: Touch, texture, sensation

Pronunciation Notes: In most Andorian words, the next-to-last syllable is emphasized. Dual consonants will often appear at the beginning of a word, with no clear opening syllable, as in the word *tlaal*, meaning "management" or "government". In such cases, a kind of "partial" vowel–what humans often describe as a slight grunt or implied pause–is sometimes added to the beginning of the word when speaking it aloud. *Tlaal* is thus pronounced "utlall", with the "u" sound at the beginning being very slight and quick, unlike a full-fledged "uh" sound like the one at the beginning of the English word "utmost".

Note that consonantal "singles" and "triplets," as well as more complex compound constructions, are also found throughout the tongue–we've focused on pairs because they're commonest and easiest to learn, and because the patterns of modification are most consistent in the pairs.

Vowel Modifiers

Words in Andorian are constructed by separating the consonants with vowels. The only time stops or pauses are used are in the middle of complex consonants which are already "surrounded" by vowel sounds, for emphasis or (occasionally) hairline tonal distinction.

For example, the term *Am Tal* is not two words but one, *amtal* ("the business of secrecy") with a significant pause breaking up the complex consonant MT, to indicate an emphasized importance. Such significant pauses are typically transliterated for Standard readers by rendering the word as two separate words, while less significant pauses are indicated by apostrophes. Apostrophes are also used to indicate when two separate words should be "pushed together" and treated like a single (compound) word, as with *Lor'Vela* (literally "the woman who brought the law") or *cor'sala* ("the thrill of engaging the enemy"), when such compounds contain an audible pause or tonal shift (not all do).

The following sample of vowel modifier sets use dashes to indicate where the consonant pair is placed in the word. Note that the **boldface** forms are phonetic, not the common Standard transliterations into the roman alphabet. "EE" is typically transliterated simply as "i", "OO" as "u", "YA" is typically "ia", "K" and "S" are sometimes transliterated using "c", and so on, with exceptions occurring whenever the Narrator needs them to.

–A: (both consonants in the root compressed together, followed by A) The outcome, fate, destination, culmination, or logical outgrowth of the core concept, as in *shla'hlast*, an Andorian term for an infant, literally "the outcome of love: a living person". *Shla* by itself means "child" in general. This vowel form is applied to only a few roots in practice, but some of the results (like *shla*) are very common words.

-A-: A type of person (almost always) associated with the core concept. A *shras* is a friend. An *lnar* is an artist. A *kav* is a liar.

Often included in compound words, such as *tashrul* ("archer", literally "person who injures from a distance").

-A-A: To experience, gain, or come to understand. *Matla*, for example, is the name of a philosophical ideal, a literal term comparable to the metaphorical term "illumination" in English. *Shlasa* is "to recover" or "to become healed".

-AA-: An act, system, process, or method. Thus, *hraas*, meaning "murder".

A-A-: Crafts, arts, services, or other acts relating to the core concept. Thus, while *hris* means weapon, *ahras* means "assassination". *Amtal* means literally "the business of secrecy", and *anan* is a negative colloquialism for "bootlicking" (or "blue-nosing", as some humans have joked).

A-A-A: A place associated with the core concept. Thus, *ashlara*, meaning "hospital", and *andara*, meaning "universe".

A-AA-A: A state of being associated with the core concept, frequently mistaken for A-A-A by those first learning the language. Thus, *amaakra*, a state of absolute pain and terror.

A-E-: A discipline, study, or pursuit relating to the core concept. In practice, **A-E-** has a lot of overlap with both **A-A-** and **-AA-**, but has slightly more intellectual or "scientific" connotations.

A-EE-: An animal (or sometimes a particularly beastlike Andorian) that exemplifies or is associated with the core concept, such as the *atlirith* ("aerial predator animal"), the "Andorian eagle".

A-O-: The basic singular noun, an example of the core concept. Thus, andor, meaning "world" or "planet".

-A-OO: A basic verb form. Examples include *prathu* ("win"), *tlanu* ("hunt"), and *mdanu* ("hide").

A-O-A: A very important or significant person or thing. **A-O-A** is typically used as the basis of titles, as in *atlolla*, which is literally "the superior leader". This is closely related to **A-O-** nouns with the added **YA** suffix (see below).

-E-: A substance or aggregate that relates strongly to the core concept. *Shles* means "medicine". *Keth* is translated most commonly as "clan" but in antiquity meant "the stuff of community". *Degr* (pronounced "deg" with the r trailing softly) means food, but in practice specifically refers to meat.

-E-A (also E-A-): A noun. Usually a person, thing, or event (or a general term that could mean any of these) that causes others to gain or comprehend something related to the core concept. This can be a simple term like *grela* ("messenger" or "courier") or a more abstract one such as *thesa*, which is the moment in an adult Andorian's life that he fully comprehends the importance of his *keth* and family—the revelation which "brings home to home", as a common saying is often translated.

-EE-: A tool, instrument, or ingredient related to the core concept. Thus, *hris*, meaning "weapon".

-E-EE: An adjective. Used when something literally resembles something else (contrast with **EE-OO-** below).

EE-EE-: Verb. To cause the core concept to happen, or to come into being.

-E-OO: A verb, usually. The basis of a broad group of verbs that all mean, essentially, "to touch" or "to come into contact". These words are typically metaphors (as in *lexu*, "the touch of ice", or frostbite), but are sometimes more literal. *Cheldu*, for example, refers to an ancient mystical art form of "healing touches".

EE-OO-: The fundamental comparative adjective. Sharing a metaphorical kinship with, or characteristics of, the core concept. Andorian adjectives are almost always comparative in some way, and are often metaphors (making Andorian a prime language for irony, just as most dialects of Chinese are excellent for puns). Even more common are adjectives formed by adding a prefix or suffix (see below).

-EE-YA: Typically a noun, a group of things or people associated with the core concept. The *Kethni Vrinia*, for example, is the "Clans Council" (Andoria's ruling body). *Vrinia* in this case is translated "council", but the term is often read as "committee" or "guild" or even "bureaucracy" depending on context.

-O-: Another basic noun, but slightly more specific than **A-O-.** Thus, *tloll*, meaning "authority figure", but typically used in a military context (it's also a formal Andorian military rank).

-O-A (also O-A-): One of the more elusive common vowel combinations, **-O-A** indicates a place or a thing in which the core concept can be born, be fed, or otherwise be encouraged or assisted in flourishing. Thus, Andorians use the term *thel* to mean dirt (or gravel) in a general sense, but the term *dogra* to mean soil in the sense of fertile, irrigated soil where food can grow. The *thora* is the approximate Andorian equivalent of "university"—a formal place of wisdom and truth. *Thora* can also refer to an individual dedicated pursuit of such wisdom.

-OA-: Occasionally, an event associated with the core concept. *Hroas*, for instance, is the moment of death. Sometimes confused with some of the basic verbs, but **-OA-** has more passive connotations—it's when something happens; it's not about deliberate action.

O-A-A: Typically refers to a noise or sound associated with the core concept, but many Andorian words broaden the significance of the vowels to mean any signal or sign, not just sound in particular. Often used somewhat poetically, as in *ohlasa* (explosion, "the sign/sound of fire") and *olara*, the Andorian term for a sigh ("sound of women").

-O-EE: A noun. Specifically a trait (often a personality trait) associated with the core concept. The concept of *prothi*, often mistranslated as "overconfidence", is more accurately "the state of sure knowledge that defeat or failure is impossible". The term has no negative or ironic connotations to an Andorian.

-OO-: Noun. A source, cause, or symptom of the root concept.

-OO-A (also OO-A-): Verb. Generally associated with travel or movement in relation to the core concept. Thus, *grula* meaning "gesture" or "sign language", and *udnar*, a word comparable to either "journey" or specifically "pilgrimage".

OO-O-: Noun. Something that contains or preserves the core concept. Most modern usage (such as *utlon*, "book") is metaphorical.

OO-YEE-A: A relatively modern sound, most words using U-YEE-A are still considered colloquial. This modifier indicates a valuable shortcut, secret, key, or "trick" relating to the core concept, such as *udieegra*, a trendy term for "the secret to great cooking".

Prefixes and Suffixes

Gaining a basic grasp of the Andorian prefixes and suffixes is the final major step to building your vocabulary. These are monosyllables, often as not formed by a single consonant and single vowel sound. If adding the prefix or suffix would put a noun next to a noun, or a consonant next to a consonant, the offending "extra" is often dropped from the added sound. For example, the suffix -NU is added to a noun to create an adjective meaning "loyal to the [noun]" or "devoted to the [noun]" or (colloquially) "disturbingly obsessed with the [noun]." Tlaallnu, for instance, means "bureaucratic" (a metaphor, if only barely), but Tlollu (a common male surname) means "loyal to those in authority". That's TLOLL + NU, with the "N" dropped and only the "U" left on. Since many other suffixes also end in "U", this is yet another way students of Andorian can get in trouble when trying to construct words like a native, and the combinations made possible by the additions leave lots of room for "synonyms" with differing connotations (as well as clever wordplay, which many Andorians take delight in).

-AL: Suffix. The best for its function. Something that is good, efficient, beautiful. Thus, *hrisal*, the name of the "Andorian dagger", which literally means "best killing tool".

-AN: Suffix. Applied to a root word (usually a verb), this creates a simple command or directive that is typically followed by a subject. So, the phrase *"Igrilan atlolla"* is a command, directing the listener to "speak to the leader", while *"Hraasan atlolla"* would be an order to "kill the leader". If no explicit subject is provided, then the speaker is implied as the subject. *Igrilan* by itself (a popular name for both male and female Andorians) means "Speak with me", with the connotation of "Speak honestly and openly with me". If an Andorian officer asks his captain for "permission to speak freely", then *"Igrilan"* would be an affirmative, welcoming response. *"Shrasan"* means "be my friend".

-AT: Suffix. A general negative; a "weak" form of **-ATH.** Substandard, disappointing, unimpressive.

-ATH: Suffix. Applied to indicate something bad, dangerous, or terrifying. Thus, *ahrasath*, the Andorian equivalent of hell—"the bad death-place".

-EETH: Suffix. Indicates an association with flight, or the sky.

-EK: Suffix, the opposite of **-EN** (below). **-EK** implies something lasting, permanent, solid, real. Several formal Andorian words incorporate this suffix, but it is just as often tacked on in conversation for emphasis by Andorians. Non-Andorians can embarrass themselves by trying this, though—the rules for when it's appropriate and when it's just silly are elusive to the nonnative.

-EN: A suffix implying something temporary, ephemeral, brief, or even unreal. Thus, *hroasen*, the noun meaning "sleep".

-ES: Suffix. Added for positive emphasis, indicating quality or renown, but not quite as strongly as **-AL**. Commonly used in names. The old Andorian name *Degras* (**DEGRA** + **ES**, with the vowel dropped) means "a good farmer", which was definitely a term of respect on preindustrial Andoria!

-ESH: Suffix. Creates an adjective from a noun, with generally positive overtones. A favorable comparison.

-EV: Suffix. Implies importance, significance, or uniqueness. Common in names and titles.

KA-: Prefix. Implies that the root is large, and in particular a large collection or accumulation, or something that has been made or collected over a long time.

KIEE-: Prefix with varying connotations, most of which seem to

relate to the negative aspects of aging. Thus, **KIEE-** can indicate that something is slow or sluggish (as in *Kieloth*, the term for the Andorian "medieval" period), rotting, frail, out of step, or otherwise decrepit. Mating **KIEE-** with any term normally associated with manliness, skill at arms, or sexual prowess will create one of a standard pool of Andorian insults!

KO-: Prefix. A fragment, piece, or particle of the root concept. Thus, *kossos* ("a piece of trade"), the Andorian term for a coin (and the name of the standard Andorian unit of currency), and *kollex* ("icicle").

-NI: The most common pluralizing suffix. *Hrisali*, for example, is the plural form of *hrisal*. *Hrisni* is the plural of *hris*.

-NOO: Suffix. Loyal to, devoted to, obsessed with.

-OO: Suffix. Identical to **-OOS**, but used occasionally instead of it. Sometimes simply replaces the final vowel if the root ends in one, hence *Ivaru* ("of clan Ivari") and *andasu* ("from otherworldy places"), the noun for "alien" (non-Andorian).

OOL-: Prefix. Intimate, personal, private. The most common example is certainly *ushaan*, the duel.

-OOS: Suffix. Creates an adjective or noun indicating something originating from the root word. A citizen of the city of Tarsk is a *Tarskus* (typically used as both the singular and plural). The Andorian term for "from Earth" is *terras*; the term for "from Andoria" is *andorias* (the Andorian name for their *species* is *Ghelni*). While a human might refer to the native cuisine of Voral as "Voralan food", Andorians refer to it as *"Voralus degr"* ("the meat from Voral").

-RA: Suffix. Implies that the root is one or all of: short, kept close to one's self, not exposed or made vulnerable. Used literally in terms related to close combat, dance, and *amdanalnar* (Andorian pantomime), and metaphorically when describing behavior or personal relations. The consonantal **R** sound is seldom dropped.

REE-: Prefix. Creates an adjective meaning "affected by" or "saturated with" the root concept. *Rihresath*, for example, means "irradiated" or "radioactive" (literally, "affected by bad energy"). *Rilneven* means "enchanted", "magical".

TRA-: Prefix. Creates a word meaning "built from" or "made of" something relating to the root, such as *tralex* ("built from ice"), an adjective that is also a noun referring to small igloolike shelters built by the old fur-trading cultures in the wild country east of Mar'it.

-YA: A suffix added to a common noun to indicate the primary or subjectively relevant example. Thus, while *andor* means "world", *Andoria* means "*the* world". Before the Andorians were aware of alien life, they referred to their world as simply "Andor," since there was no need to indicate relative importance.

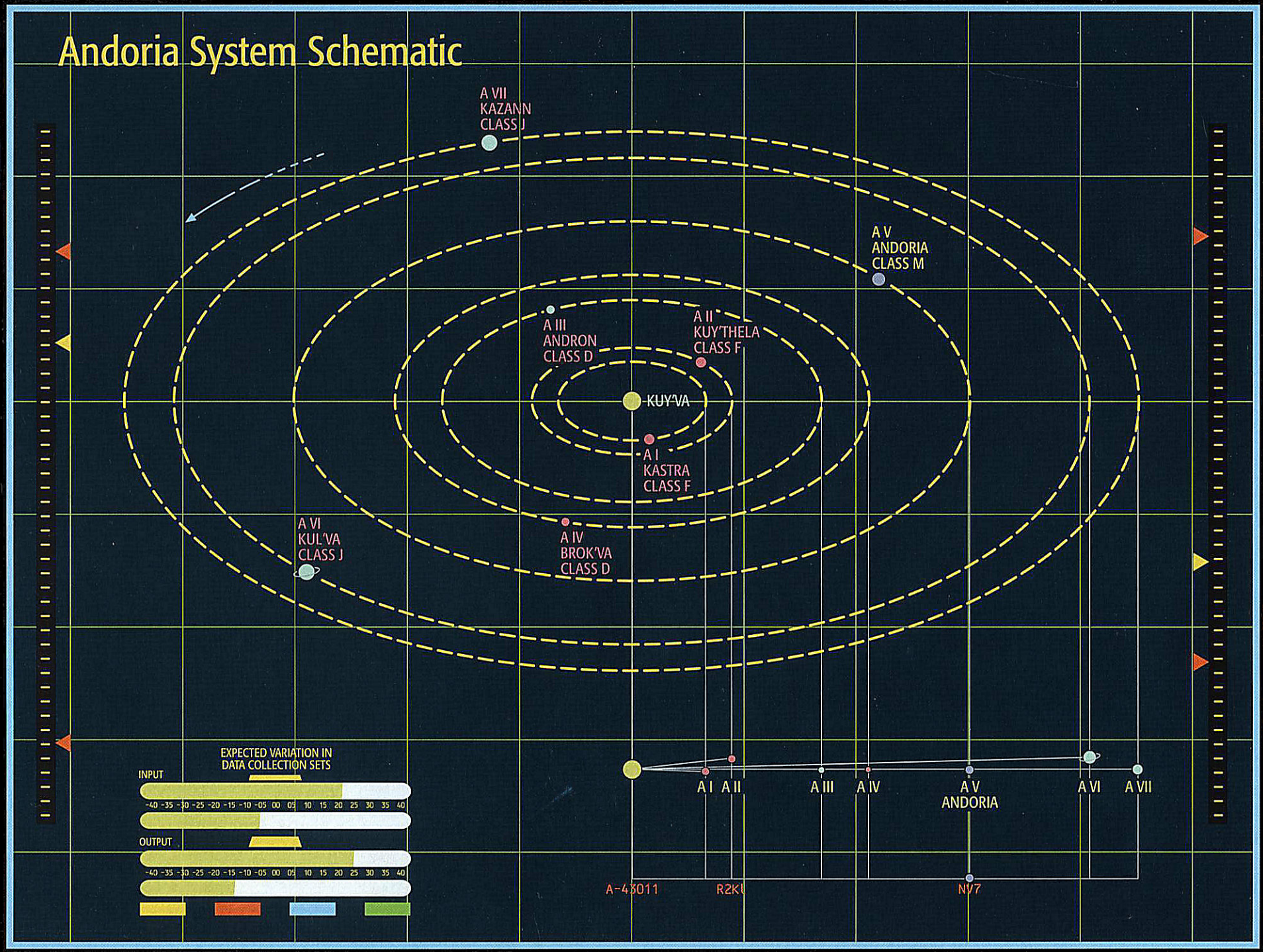
Names

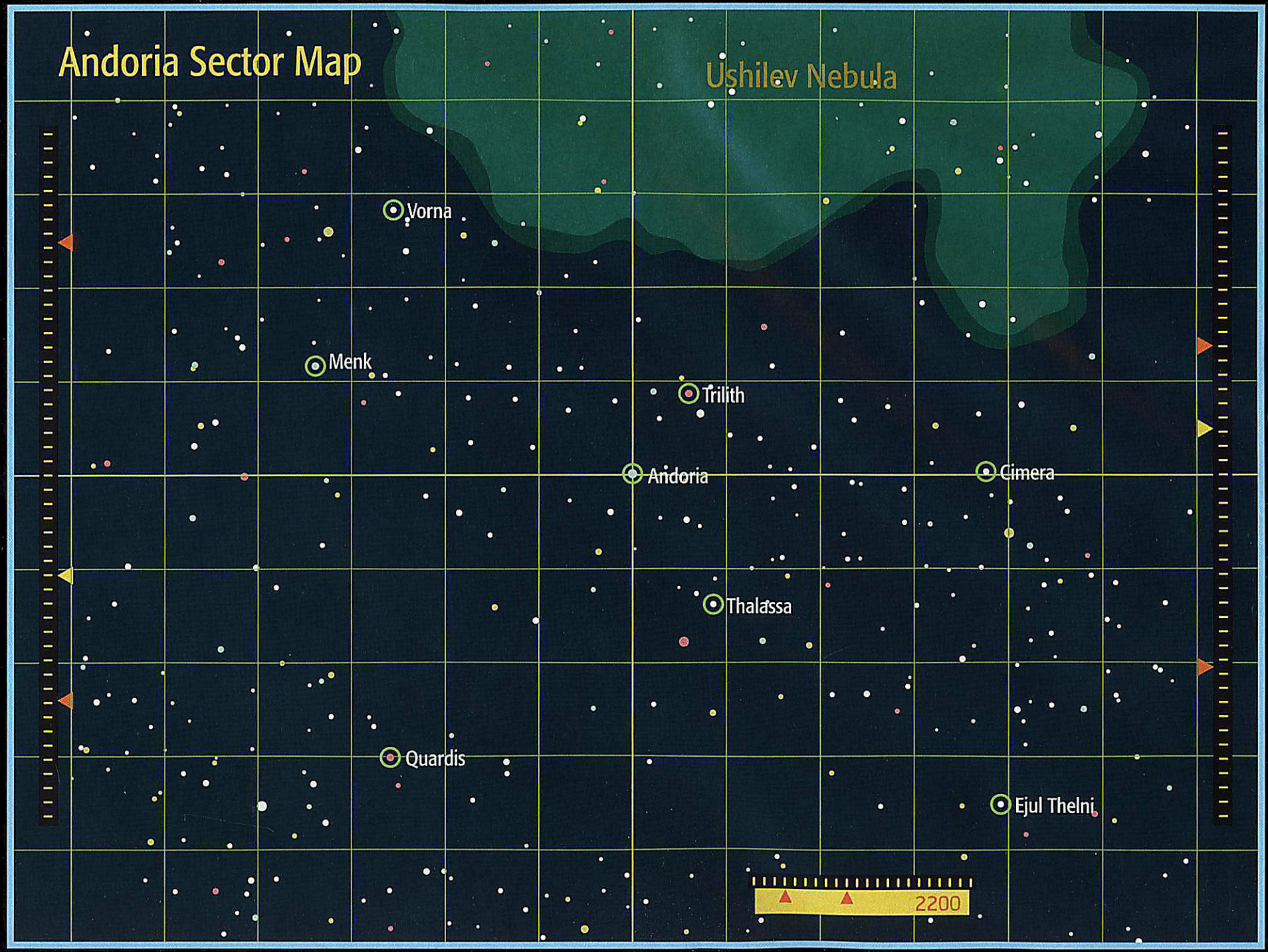
Andorians have two names, their personal name (their *ezatamor*) followed by their *keth* name (their *ekathamor*). Many Andorians also enjoy sporting descriptive epithets and nicknames. Andorian personal names are very often meaningful Graalen words–but they're just as often words from older (even dead) Andorian languages, with no ties to the language described here. Since some Andorian languages use completely different sets of sounds, this means players and Narrators should feel free to give their Andorians any kind of personal name they like the sound of!

Sentences and Grammar

Andorian and Standard are very similar, grammatically. The most frustrating difference lies in Andorian's simplicity! The non-Andorian must be very careful to pay attention to context. For example, Andorian has no articles–an Andorian doesn't say "a dagger" or "the dagger"; an Andorian simply says "dagger" (although some nouns carry a kind of "implied article" themselves–see above). Similarly, there is no verb corresponding to "is" or "are" in the present tense, and Andorians typically refer to themselves and each other by name (even the "third person" to refer to themselves) rather than using equivalents of "she" or "I". Apart from these and a few dozen other eccentricities, sentence structure is typically Standard.

Andoria System Schematic




Andoria Sector Map
Ushilev Nebula
Vorna
Menk
Trilith
Andoria
Cimera
Thalassa
Quardis
Ejul Thelni
2200

Issa Ice Cap

La'Len Ocean

L'Uvan

Borva Castle

La'Len's Trail

Ivari Launch Site

Jonava

Kul'Tan

Tarsk

Thara

Ka'Thela

Agrana

Irinari

Ghutha

Uskit

Inik Yoru(Novesha Downport)

Davis Starport

Tharan Mountains

Mar'it

Enessi Mountains

Bevassa Mountains

Chekthora (The A.M.I.)

Jonava Mountains

Emarnl Lake

Deshna Coliseum

Deshna

Voral

Li-Mi'sha

Kul'Sun

Lor'Tan

Lor'Tan Straight

Ucalni Field

Thalassa

Dhara

Tavda Mountains

Tratlen Ridge

Endas Mountains

New Sheras

Dira

Rhi Ruins

Lor'Vela

Onshoma

Sheras

Dharan Uplands

Bo'ab

Lor'Vela's Village

Anshim Ocean

Clorisev

Neshilev Settlement Project

La'Vor Sea

Tlanek Ice Cap

4000

A PLANET OF ICE
A PEOPLE OF FIRE
A PASSION FOR SPACE

THE ANDORIANS

The Andorians have always been something of a paradox; a mystery at the heart of the Federation. Now learn the codes of Andorian honor, ancient ways of behavior enforced at knife point and exalted in song. Walk the glacier paths and fly above the towering moraines on ice-blue Andoria. Pilot the sleek, powerful ships of the Andorian Free Trader fleet, or serve proudly on the all-Andorian starship, the *U.S.S. Eagle*. (You'll learn how to say "Eagle" in Andorian, as well.) *Among the Clans* contains detailed information on the history, planetology, and geography of Andoria and a guide to their colony worlds across the Andor Sector.

- *Among the Clans* is part of Last Unicorn's *Alien Intelligence* line of products. While written for the *Star Trek® Roleplaying Game*, it includes material applicable to the *Star Trek: The Next Generation®* and *Star Trek® Deep Space Nine™* Roleplaying Games, as well.
- A complete timeline of Andorian history–including coverage of Andoria in the era of *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine*.
- Eight system templates, plus a complete planet writeup for the Andorian homeworld.
- Total coverage of Andoria's geography and ecology from pole to pole, including five fully-statted new Andorian creatures.
- Seven ready-to-run Andorian Supporting Cast characters, each one an episode in himself.
- Guidelines for creating and playing Andorian characters, including 15 new overlays and 22 new clan-based early life packages, plus new background histories, skills, advantages, and disadvantages.
- All-new Andorian martial arts, weapons, and dueling codes.
- Seven fully-statted new ships, including the front line anti-piracy ships of the ADF, and the all-Andorian *U.S.S. Eagle*.

With *Among the Clans*, your Andorian characters will come alive–and their enemies will hate you for it!

Visit us at www.lastunicorngames.com to find out more!

ALIEN INTELLIGENCE

LAST UNICORN GAMES

Paramount
A VIACOM COMPANY

STAR TREK ™, ® & ©1999 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Last Unicorn Games, Inc. Authorized User. ©1999 Last Unicorn Games.

LUG 45101 $22.00
ISBN 1-889533-26-2
9 781889 533261

Andorian Icon Link

This supplemental material is designed to enhance content found within the Last Unicorn Games' product, *Among The Clans: The Andorians*. For more information on this product, or how to order, please visit your nearest retailer or the Last Unicorn Games web site at **http://www.lastunicorngames.com**.

Places of Interest

TLAR ATHASA

Literally, "a warm place for predators to rest," Tlar Athasa is Andoria's most famous nature preserve and natural museum, focusing on the many species endangered by Andoria's climatic shifts. It is the home of the last remaining examples of dozens of animal species once common in the Blue Taiga region. While the name of the facility implies that Tlar Athasa is a preserve meant only for predatory species, this speaks more of Andorian favorites than of the role of the facility—the name is somewhat sensationalistic in order to attract visitors and support.

UCALNI FIELD/MATHEMA'S WALL

Amid the high western foothills of Sheras, in a valley perhaps three kilometers long and one wide, there is a field of feathery grass with a stream running through it. Along the northern edge of this valley is a high wall built of local stone. This site, Ucalni Field, is perhaps the most storied battlefield in all Andoria, having served as a key conflict point in every period of Andoria' pre-Lament history, as evidenced by the rich oral tradition of legends about the field, and ample archaeological evidence. Indeed, Andorians of every age have fought here, with weapons ranging from primitive wooden spears (many crudely made stone spearheads have been found) to spring-guns to, in the end, explosives and heavy firearms. Controversy arises occasionally as one *keth* or another tries to put forward a particular claim to ownership of the field, and plans are underway to end this by removing it from private ownership and declaring it a public park. Currently, it is the property of *Keth* Dovoro, who defended their right of ownership in a duel against *Keth* Kor in 2230.

Andorian Fighting Styles

ALNAAV

Like any other people who survive under harsh conditions, the Andorians have a certain streak of mysticism and superstition in their culture (which the presence of psionic powers only feeds and enhances). Some warriors long ago came to believe that they could train themselves to tap into a "mystic fighting potential," or *shonalnov*, which would make them matchless combatants. The martial art they developed which helps them exploit this potential is called *Alnaav*.

Alnaav is a rare style. It requires a level of discipline and dedication rare even among Andorians. Students must practice a cruel asceticism, drilling themselves for hours on end in the worst conditions with little to eat or drink, to develop their *shonalnov*. However, once they learn how to tap their *shonalnov*—which usually happens in a brilliant flash of insight and inspiration known as *shena*—their fighting skills, already highly developed due to training, become markedly better overnight. Only then do they truly begin to practice Alnaav.

Alnaav Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Cheenach (Side Thrust)	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the side blades of his *chaka* in a sweeping motion.
Jenac (Thrust)	7	+2	A quick, deep, straightforward thrust with the *chaka*'s forward blade.
Kesh'jenac (Drawing Thrust)	6	+2	A straight, powerful thrust, typically with the short blade of a *chaka*. In Alnaav lore, the practitioner's *shonalnov* literally causes the target to "draw" the blade to and into itself.
Kellash (Riposte)	C	C	Parries unarmed hand-to-hand attacks. The character rolls an Alnaav Test to establish a Difficulty for hitting him with such attacks. If the attack fails (*i.e.*, the block succeeds), then in the next round the character may make a *Jenac*, *Kesh'jenac* or *Sal'shes* attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than *Jenac*, *Kesh'jenac* or *Sal'shes*, these benefits do not apply.
Sal'shes (Deep Slash)	8	+3	A hard, deep-driving slash with one of the *chaka*'s blades.
Thaas (Block)	C	C	Parries unarmed hand-to-hand attack. The character rolls an Alnaav Test to establish a Difficulty for hitting him with such attacks.

Requirement: Primitive Weaponry (*Chaka*) 2 (3) or higher, Weapon Master (*Chaka*)

AMONG THE CLANS: THE ANDORIANS ICON LINK

Authors Steve Long, S. John Ross

Development Kenneth Hite

Star Trek® Line Developer Kenneth Hite

Last Unicorn Games Web Developer Don Mappin

THE LAST UNICORN GAMES WEB SITE

Visit the Last Unicorn Games web site for even more free material! Online you will find additional Icon Links, product previews, an online catalog of Last Unicorn products, interactive chat area, and our secure Online Store

Visit today at **http://www.lastunicorngames.com**. We look forward to seeing you there!

COMMENTS?

Did you find this supplemental material useful? Send us an e-mail at **webmaster@lastunicorngames.com** to let us know how we can better serve you.



STAR TREK ™, ® & © 1999 Paramount Pictures. All Rights Reserved. STAR TREK and Related Marks are Trademarks of Paramount Pictures. Last Unicorn Games, Inc. Authorized User.

©1999 Last Unicorn Games